**Black Friday Concepts**

Idea of game is for user to get as many “sales” as possible, Different items have differing sales prices.

Points can be gained from Overall damage and sales points

Sales points are gained from players picking up items from sale and returning them to the checkout

Players can drop items if attacked

Special sales items can appear throughout the game, acting as bonus points

Powerups to give player advantage, includes shopping trolley, mountain dew, a sense of entitlement, electric carts

Kiosks for Player to take from/knock over, objects should spill onto the floor

Game is time limited, whoever gets most points wins

Enemies can be AI or multiplayer

**Things to consider:**

Should bonus’ be available in every store?

Should areas close to the checkout have relatively low “Sales Points”?

Should players be limited to a number of items to carry?

**Func/Non-Func Requirements**

**Table 1: Functional Requirements**

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| --- | --- | --- |
| **Reference** | **Functional Requirement** | **MoSCoW** |
| **FR001** |  |  |

**Table 2: Non-Functional Requirements**

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| --- | --- | --- |
| **Reference** | **Non-Functional Requirement** | **MoSCoW** |
| **NFR001** |  |  |