



Project requirements

Name: Muhammad Zaman

Community & UN SDG(s): Life on Land (SDG 15)

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Project Name

EnviroFormer

Functional Requirements

- Desktop game
- Single player game
- Playable without need for login.
- Educational pop ups after a level is completed
- Movement in 4 directions with WASD including jump with space bar or W.
- Enemies the character needs to overcome by elimination or moving past.
- Coins to incentivize player to explore the entire level.
- Main menu, pause menu.
- Health system
- In the future, add leaderboard, audio and sound effects, collectibles and power ups, and possibly difficulty

Technical/Performance Requirements

- Game must be optimized to run-on low-end machines without bad performance.
- Game must be capable of rendering in mobs.
- Game will not change performance based off popularity as, everyone will play the same levels with the same number of mobs
- Game should be playable offline
- If difficulty is implemented, need to make sure its not impossible to defeat