**Project requirements**

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| 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 | |