Software Requirements Specification

for

Dungeon Adventure

Version 2.0 Initial Draft

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Revision History

Name	Date	Reason For Changes	Version

1. Introduction

1.1 Purpose

This document is the Software Requirements Specification for Dungeon Adventure 2.0.

1.2 Document Conventions

TBD

1.3 Intended Audience and Reading Suggestions

The intended audience for this document is the team of developers creating and implementing the project, testers, users, and ultimately the customer.

1.4 Project Scope

The scope of this project is to create and produce Dungeon Adventure 2.0, which extends or re-creates Dungeon Adventure 1.0 and adds additional game elements (e.g., monsters), a GUI, a back-end database, and overall design patterns.

1.5 References

Link to use case documentation.

2. Overall Description
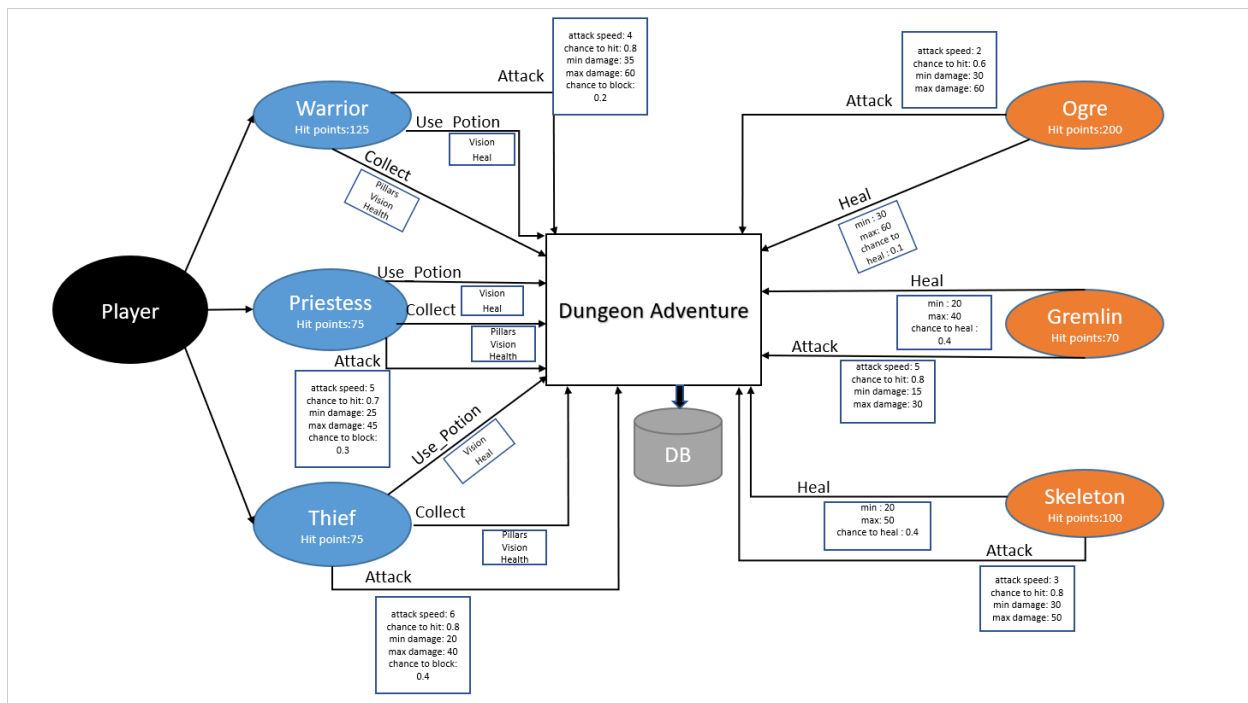
2.1 Product Perspective

Dungeon Adventure 2.0 is an updated version of the Dungeon adventure game where the player is placed in a random room in a dungeon. The player can pick a character hero with a certain unique ability at the start of the game. The player must collect 4 pillars and find the exit. The player faces challenges like pits, dead ends in the process of finding the exit. The major update is of the 2.0 version is to have a list of heroes for the player to choose one. Also, a few monsters are placed in the dungeon. The player must attack and destroy the monsters as and when they are faced with one.

Dungeon Adventure 2.0 is a computer application. The player can save multiple games and restart them. SQL lite database is used to save multiple game information and character pieces of information.

2.2 Product Features

The Dungeon Adventure 2.0 should have the option to pause and save any ongoing game and
Load any saved game from the list and continue till the player wins or losses.

2.3 Character Classes and Characteristics

Characters and methods for Dungeon Adventure 2.0

Warrior	The player can choose the character as a warrior at the beginning of the game. The main power of a Warrior is to Crushing Blow during an attack. The monster gets damage of 75-175. But the chance of a successful crushing blow attach is 40 %
Priestess	The main power of a priestess is Heal. The character heals during the attach of 10 -20 hit points
Thief	Special skill is surprise attack -- 40 percent chance it is successful. If it is successful, Thief gets an attack and another turn (extra attack) in the current round. There is a 20 percent chance the Thief is caught in which case no attack at all is rendered. The other 40 percent is just a normal attack.

2.4 Operating Environment

The game is platform independent. The computer should have a Python interpreter 3.8.

2.5 User Documentation

The player can get information about the game and all the control options from the Help menu of the game screen.

3. External Interface Requirements

3.1 User Interfaces

The player will see welcome page as Figure1 , where he/she can choose to play a new game or load a saved game and continue.

Restart Saved Game gives the player a list of saved game from which they can choose one
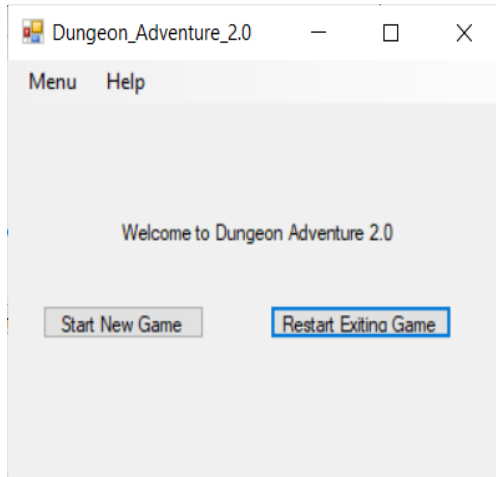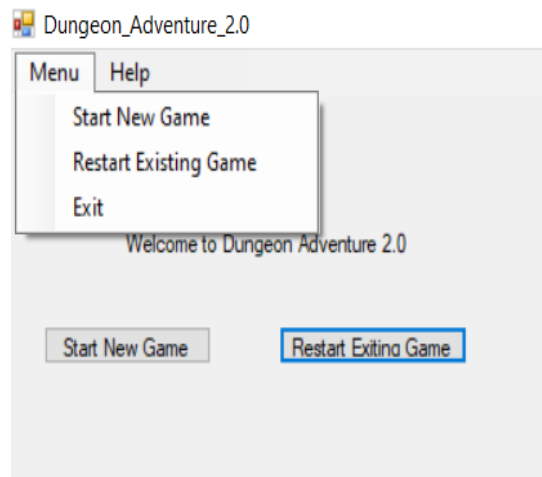

Figure 1 – Initial page
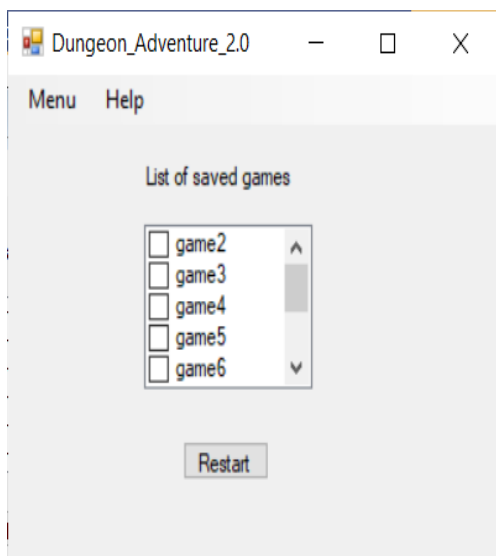

Figure 2- Menu List

Figure 3 – List of saved games

Once the player starts a game, he/she is placed in the dungeon. They can navigate the various rooms using the arrow buttoms. He/She can attack the monster with the weapons. The player has to kill the monsters to collect the pillars. The right panel gives the report of the player's hit points, no of healing and vision potions also allows them to use the potions that they have using the Heal and Vision Buttons.
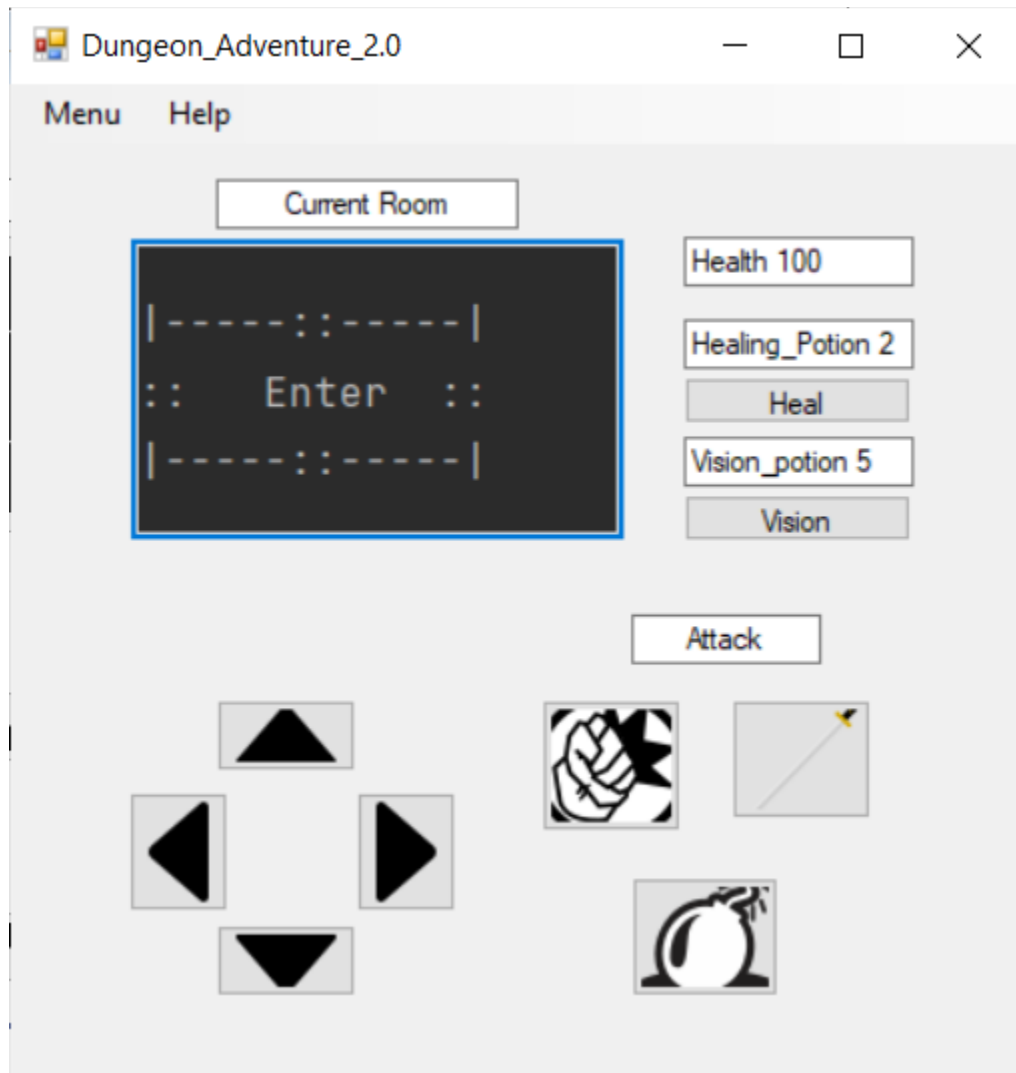

Figure 4: Game window and control panels

3.2 Hardware Interfaces

The user needs a mouse and keyboard.

3.3 Software Interfaces

This project will use sqlalchemy, a SQLlite library for python; and TKinter, a GUI library.