

<i>The Morning After</i>	Target Audience: 7+ (core audience: 35+) Gamer Type: Casual Target Platforms: Mobile and/or Web Genre: 2D Platformer, Roguelike, Dungeoncrawl Number of players: 1 Project Release Date: Late 2018/Early 2019
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Requirements Specification

This 2D platformer game is inspired by the classic flip-screen platformer, Jet Set Willy. The player travels through several multi-level rooms, avoiding obstacles (some static; some moving) while collecting items. The goal is to collect sufficient items to enter the final room. The player can move left, right, up, down, and jump. There are ladders, platforms and ramps. It is possible to pass through stairs. The rooms can be exited through any unobstructed edge of the screen. If the player hits an obstacle, or falls from a great height, they lose a life. The player has six lives to lose.

There are four main types of obstacles:

- Stationary object. As the name suggests, this does not move and must be jumped over to pass. Touching this object will result in losing a life.
- Horizontal moving object. This moves back-and-forth between two fixed points; it may travel along a platform or through the air. Touching this object will result in losing a life.
- Vertical moving object. This moves back-and-forth between two fixed points, through the air. Touching this object will result in losing a life.
- Decorative object. These objects are not dangerous to the player, but do require that they be navigated around. Some may require the player to move.

The speed which a particular object moves is fixed, but different objects may move at different speeds.

The game keeps track of and displays the number of items collected by the player and the number of lives the player has left. In-game time is also displayed.

The current game state can be saved however only a single save slot is provided. Once a player has lost all of their lives, the saved game state is deleted (i.e. a form of permadeath).

The game ends when the player either collects all the necessary items and returns them to the final room, or loses all six lives. At that point, the game pauses and displays a message showing the player's score. When the player chooses to close the message, the game returns to the main menu.

Different rooms will have different difficulty levels. At harder difficulties, the timings for interactions between moving and stationary objects, and the positioning of platforms, will require the player to be more precise in their actions. Some rooms will require items to have been gathered in previous rooms (such as keys). Other rooms may have obstacles that may need to be moved, or may have unexpected physics (e.g. reversed controls, gravity effects, etc.).

The game has the following menus:

Main Menu: Lets player pick play new game, load saved game, help, settings or quit

Help Menu: A single page that displays brief game instructions

Settings Menu: A single page that allows game settings to be changed (such as the volume of the sound effects and music).

Pause Menu: A menu displayed if a player pauses a game in progress. Provides options to resume the game, save the game, access settings or quit to the main menu.

The configuration of the rooms will be stored in configuration files read at runtime.

During gameplay, sound effects are used to indicate when the player jumps, hits an obstacle (i.e. loses a life), collects an item, and when the game ends. In addition, background music plays through every scene. The only menu sound effect is a click when a menu button is clicked.