

Requirements and Analysis Document for Tyler4

Version:

Date:

Author:

This version overrides all previous versions.

1 Introduction

The main reason behind the creation of miniMiner is the common interest of platform games. All four members of the group liked the idea of a platform-digging game, and therefore, the concept of miniMiner emerged. The essential goal of the application is entertainment and allowance of “micro-breaks”.

1.2 Definitions, acronyms and abbreviations

To be defined

2 Requirements

2.1 User interface

The application is based on a 2D-platform GUI, with the user digging downwards into a dirt-like environment.

2.2 Functional requirements

The user will be able to dig until the fuel guage is empty. On the surface, the user is allowed to sell materials, purchase new equipment, aswell as refuel and repair the vehicle. The movement of the vehicle is based on a four-way tile system, which checks if the the select path is obstructed and follows up with a suitable action.

2.3 Non-functional requirements

TODO

3 Use cases

3.1 Use case listing

@Use case doc

4 Domain model

4.1 Class responsibilities

TODO

5 References