Business Requirements

Company Name	Date
	30/12/2015
Project Name	Created By
7 Days of Cultivation	Le Quynh Giang

Executive Summary	• The project aims to develop a small single-player 2D survival game using Unity. • The game focus on character training, survival managerment periodic monster invasions.

Business Objectives	• Develop a playable prototype within 4 weeks. • Implements at least 5 core gameplay systems. • Achieve a complete game loop: **Train → Prepare → Battle → Reward.** • Target platform: PC.

Needs Statement	• Many beginner Unity developers lack a complete end-to-end project to demonstrate gameplay logic and system design skills. • This project addresses that gap by creating a small but complete survival RPG with clear mechanics and documentation.

Project Scope	• Character stats (HP, stamina, attack, defense. • Training system. • Weekly monster invasion. • Basic UI (Day, HP, Stamina).

Requirements	• Player can train to increase stats. • Player must eat and drink to restore stamina. • Player dies if HP or stamina reaches zero. • Monsters attack every 7 in-game days.

Project Stakeholders	- Developer: Le Quynh Giang. - Users: single-player gamers.

Project Schedule	- Week 1: Game design & SRS. - Week 2: Core system. - Week 3: Combat. - Week 4: Economy & UI. - Week 5: Testing. - Week 6: Final polish.

Cost-Benefit Analysis	- Cost: Development time, learning resources. - Benefit: Unity skills, portfolio project, internship readiness.

Project Constraints	- Limited development time. - Beginner Unity knowledge. - Solo developer.