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Srs requirements document
Untitled(2)

Project Scope

- Entertaining 2d side scroller action shooter
- Audience: Casual Gamers and anybody who likes a fun challenge

Functional Requirements

- Game is 2d side scroller action shooter
- 5 levels scaling in difficult
- Levels are completed by going through an exit
- Monster difficulty and number are determined by level
- Rewards from killing enemies
- Open non-linear levels with different heights in the level
- Main character is a swat/cop guy who goes to investigate corporation mayhem gone wrong.
- Non-pixel art, not graphic intensive, but not semi-realistic

Hardware Requirements

- Really low system requirement game. basic CPU and GPU.
- Be able to run Unity based games.
- Internet connection required for download

Design Constraints

- Limited to capabilities of Unity
- 2d graphics
- no multiplayer