

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 difficulty
- 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
- scoring system

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

Prioritization

- Create general plot and story with expected resolution
- Create the game theme
- Character creation(Protagonist, enemies etc.)
- Create a base engine and level design
- Create graphics
- Code the level obstacles

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- Code the player controls
- Code the enemies including their AI
- Code for events
- Add Sound effects
- Take over the world (if there is time)