**IT - Project Requirements**

Group 12 Study Year: SS24

Story

* Setting : Party environment
* Language : English
* An engaging and relatable story for the target audience (teenagers)
* Multiple endings / outcomes
* Decision based story telling
* Players learn about the risks of drug consumption
* Possible drugs: Alcohol, Cannabis, Amphetamine, Ketamin, Cocaine, Ecstasy, LSD, Heroin
  + different rooms for different drugs
* the longer you stay in the room the worse it gets
* Party continues even if you’re sober
  + Players still witness the downsides of consuming drugs
* Good ending: 100% sober

Game

* Game mechanics (entering rooms, interacting with objects and characters, ...)
* Minimap for navigation
* Diagram for map
* SoberPoints (Healthpoints)
* Start Objective: “Have a good time”
* Objectives / Side Objectives

Website / UI

* User Interface
* Welcome Screen
* Ask for player name
* Text-Game API (Vorple)
* Database
* Pause option
* Menu
* Links to helpful Websites
* Cookies for saving progress

Images/Visuals

* Backgrounds during conversations / scenes
  + each room / scene has a different background
  + Visual effects in special moments of the game

Music / SFX

* Soundtrack for game ( Music )
* Sound Effects (SFX)

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Effort Estimation:

The effort estimation uses the tshirt model

* Story XL Priority 1
* Game XL Priority 2
* Website / UI L Priority 1
* Images/Visuals S-M Priority 3
* Music / SFX M Priority 3
* Organisation M Priority 1