Diablo Remastered 1996

Supplementary Specification

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <dd/mmm/yy> | <x.x> | <details> | <name> |
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Supplementary Specification

# Introduction

As an introduction this project is a an RPG. Single player role-playing video games form a loosely defined genre of computer and console games with origins in role-playing games such as Dungeons & Dragons, on which they base much of their terminology, settings, and game mechanics.[[18]](https://en.wikipedia.org/wiki/Role-playing_game#cite_note-Barton-18) This translation changes the experience of the game, providing a visual representation of the world but emphasizing statistical character development over collaborative, interactive storytelling.

Non-functional Requirements

## Availability

This game is availability because it can be used all the time.

## Performance

It has a high performance because the response time is very fast.It is an interaction graphic program so it is performance.

## Security

Firstly we can say that is security but on the other hand anyone can enter in the system of the program and change some values that could harm the game.So,it is not security.

## Testability

It is testability because you can test it anytime.

## Usability

It is usable by a specific part of people,and they are gamers.But it can be played by all people.So,we can say that is usability.

# Design Constraints

[This section needs to indicate any design constraints on the system being built. Design constraints represent design decisions that have been mandated and must be adhered to. Examples include software languages, software process requirements, prescribed use of developmental tools, architectural and design constraints, purchased components, class libraries, and so on.]