

Requirements and Analysis Document for Upside Down & Dead

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2.1

1 Introduction

Upside Down & Dead is a puzzle game and an application for desktop users. The game starts with a title screen, and the user gets to choose a name. As the game then proceeds, the user finds out that they are dead and the world is upside down - hence the name. The user's goal is to flip the world back to normal through puzzles. There are different puzzles in each room which in turn makes the game turn to the right side.

The game aims to entertain those who play it. With puzzles, NPC's, traps and vibrant graphics the game supplies many features that can entertain the user.

1.1 Definitions, acronyms, and abbreviations

NPC - Non player character. A character that players do not control, but can often interact with.

Gamers -

Arrowkeys -

2 Requirements

2.1 User Stories

2.1.1 UD&D001 - Start the game (fully implemented)

As a user I want to instantly understand how to start the game and be able to do it to get a good first impression

Confirmation

Functional

- Is it possible to press a key to start the game?
- Does the game start when the key is pressed?
- Does the game start from the beginning when the key is pressed?

Non-functional

- Is it possible to see the text prompt on the screen?
- Is it possible to see that the key has been pressed?
- Is the menu possible to find?
- Is it understandable that the key needs to be pressed to start the game?

2.1.2 UD&D002 - Move the character (fully implemented)

As a player I want to walk around the world to explore

Confirmation

Functional

- Can I walk around using the arrowkeys?
- Can I move diagonally when I press two keys at the same time?
- Does the player stand still when I press two keys that usually mean the opposite direction?

Non-functional

- Does the character move on the screen when the right buttons are being pressed?
- Is it clear how you should move the character?

2.1.3 UD&D003 - Interact with the world (fully implemented)

As a player I want to be able to interact with items to further my cause to succeed in the game.

Confirmation

Functional

- Does items exist in the game?
- Can the character pick up the items?
- Can the character hold items?
- Can the character keep the items in their backpack?
- Can the character use the items?
- Can the character choose items from their backpack to carry or use?
- *Feature* Can I combine two objects to make a new one?

Non-functional

- Can I use the object to get through the level?
- Does the items appear on the screen?
- Is it clear how the objects work and why you should try to find them?

2.1.4 UD&D004 - Interact with NPC (partly implemented)

As a player I want to talk to NPC's so that I can get information about different things or just have a nice conversation.

Confirmation

Functional

- Do NPCs exist in the game?
- Is it possible to interact when the character is close enough to the NPC?
- Does the NPC become active when a chosen button is pressed to interact?
- *Feature* Does an NPC welcome me when I start the game?

Non-functional

- Is it possible to see the NPCs?
- Can I press a key to speak with the NPCs?
- Is it visually clear that I can interact with NPCs/objects? Does a text show me that?
- Does the speech bubble show up on the screen?
- Does the screen display interaction options if the character get close enough to the NPC?

2.1.5 UD&D005 - Finish a level/room (partly implemented)

As a gamer I want to be able to finish a level/room so that I can continue with the game.

Confirmation

Functional

- Can I finish the puzzles in the room?
- Can I go to the door and "open it"?

Non-functional

- Does the screen change when the level is completed?

2.1.6 UD&D006 - Saving the game (not implemented yet)

As someone with a life outside the game I want to be able to save my progress when I go back to my life outside the game.

Confirmation

Functional

- Is it clear to me that I saved it when I pressed the button?
- Does the game start at the point I saved it when I take up the game the next time?

Non-functional

- Can I find the save-button?

2.1.7 UD&D007 - Showing the time (not implemented yet)

As a speedrunner I want to be able to see how long my playthrough takes.

Confirmation

Functional

- Can I see how long time has passed since I started the game?
- Can I find and compare earlier playthroughs?
- Can I turn the showing of time off so I don't feel stressed about time?

Non-functional

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2.2 Definition of Done

When the user story has been thoroughly tested by members in the group, through JUnit as well as visual tests, and all tasks of the story are implemented, the user story will be defined as done.

2.3 User interface

3 Domain model

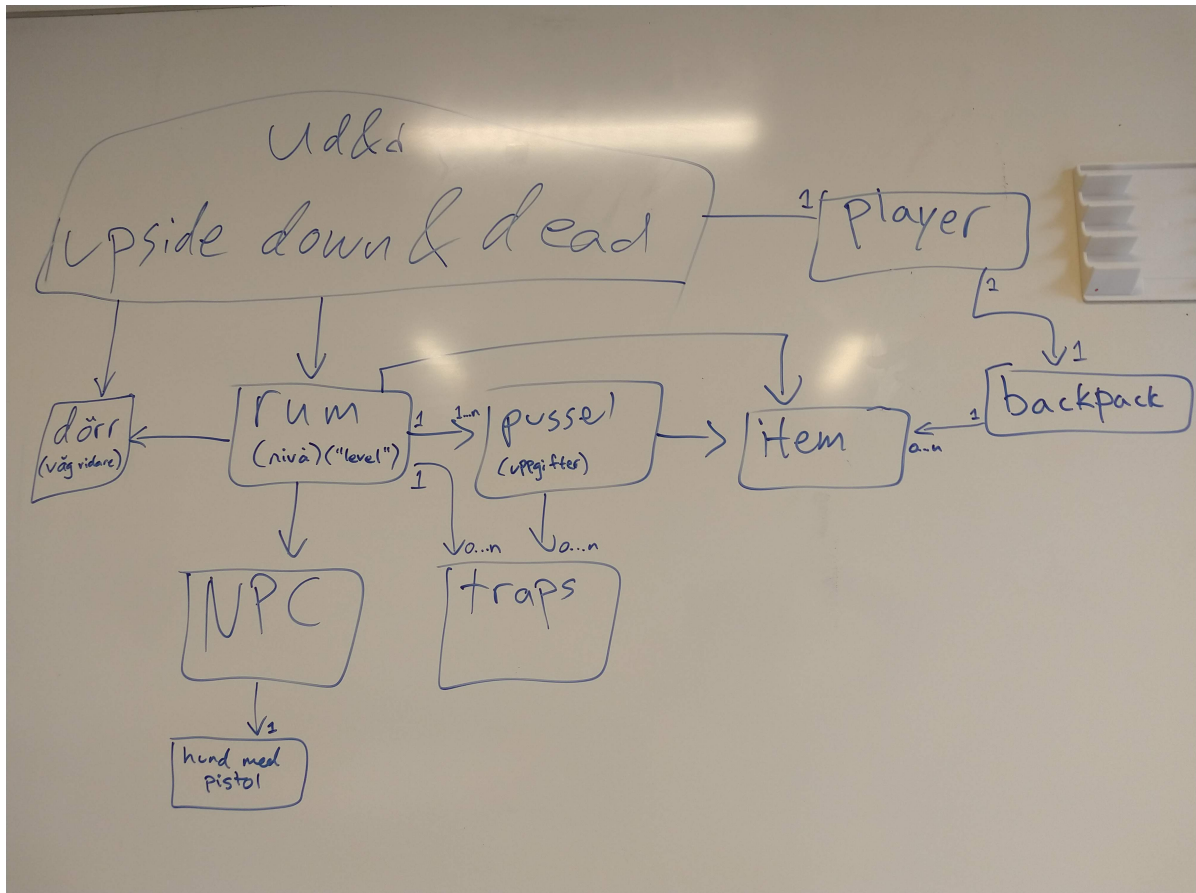


Figure 1: The first domain model.

3.1 Class responsibilities

3.1.1

4 References

List all references to external tools, platforms, libraries, papers, etc.