

Homework 2

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System Overview

User Interfaces

Functional and Non-functional Descriptions

Functional Requirements

- The user can navigate the menu to begin a new game.
- The user can navigate the menu to quit the game.
- The user can navigate the menu to see game statistics.
- The user can fire a laser at enemies.
- The user can move about their environment.
- The user can only use like-colored lasers to damage an enemy.

Non-functional Requirements

- The menu items are legible and easy to follow.
- The color schemes for the menu complement those of the game.
- The user's weapons are fast enough to allow enjoyable gameplay.
- The user's movements are easy to control through the keyboard, with related controls not too far apart from one another.
- The colors of the different weapons are easily distinguishable.
- It is easy for the user to tell what color the enemies are.

Performance Description

Exception Handling

Acceptance Criteria

The criteria for acceptance of the project will proceed in stages. A prototype of Lazer Blast will first be produced. For acceptance, the following criteria must be met:

- A new user can begin a new game after looking at the menu for less than 1 minute.
- A new user can quit the game after looking at the menu for less than 1 minute.
- The user can fire upon an enemy.
- The user can navigate around their environment.

Once the prototype has been accepted, the final acceptance criteria will include all the previous criteria as well as the following:

- There is a main menu with the following items:
 - New Game
 - Statistics
 - Quit
- A new user can read all items in the menu.
- The colors in the menu have the same theme as those of the game.
- Firing a dissimilar laser at an enemy does no damage.
- The weapon, when fired, reaches the enemy faster than they can move away.
- The keys for movement are all within one hand's distance, as are the keys for using weapons.
- A new user can tell the difference between the different laser colors. (That is, the contrast is high enough for the average player.)
- A new user can tell which laser color is necessary for a given enemy.

Appendix