

Homework 1

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1. Problem Domain

Outline:

- Context
- Problem
- Solution

2. Scenarios

Downloading the game, the user can navigate through the menu to begin a new game, view statistics, and adjust settings. If the user begins a new game, they are dropped in a scene and immediately are accosted by white enemies. The user's weapon can fire white lasers. Once the user has dispatched the enemies, a new swarm arrives. These enemies, though, may be of a different color, or may be mixed with the previous color. The user will have to switch between colors to dispatch like-colored enemies. From time to time, the user may find a power-up that will help them to live longer.

3. Functional Requirements

- The player can navigate a menu to start a new game.
- The player can navigate a menu to view highest statistics.
- The player can begin a new game.
- The player can fire a weapon with different color lasers.
- The player can kill an enemy with a like-colored laser.
- The player can lose health if an enemy reaches/attacks them.
- The player can die if they lose all of their health.

4. Non-Functional Requirements

- The menu should be simple for the user to navigate.
- The game should run fast (fast enough not to be aggravating.)
- The enemies should clearly display their color.
- The controls should be simple for the player to learn.

5. Target Environment

6. Deliverables and Deadlines