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1 contributor

48 lines (44 sloc) 9.12 KB Raw Blame

Requirments

ID #	Type	Description	Rationale	Fit Criterion	Priority	Dep
0001	Functional	The game must allow the user to start the game	Allow the game to even begin	The player is now in the game	1	
0002	Functional	The game must allow the user to control the player character	It is a single-player game so the user should be the player	The user input affects the player character	1	0001
0003	Functional	The game must allow the player to customize their character's looks	Players should be able to choose what they look like	In-game their character will look like what they choose.	3	
0004	Functional	The game must allow the user to save the game	Continuation of game	Saved game state matches game state when the user saved the game.	2	
0004-1	Security	Modifications to save files will be recorded and a non-modified un-editable backup of the save file should be created.	Some users like to modify their game and this would allow for them to revert back to an unmodified version.	Backup save file appears in the list of game saves	3	0004
0005	Functional	The game must allow for the user to select 1 of 3 difficulty modes (easy, normal, hard)	Different players prefer different levels of difficulty	Base stats and stat modifier values for NPCs and player are changed to pre-determined values for the difficulty	2	
0006	Functional	The game must allow the user to change settings such as video settings, audio settings, and difficulty.	Players have different preferences when playing games	When a player changes the setting it is noticeable when they play the game	2	0005
0007	Functional	The game must allow the user to load a saved game	Continuation of the game	The game starts at the point where it was when the user saved the game	2	0001 0004
0008	Functional	The game must have a main menu to load game saves, change settings, and start a new game	Every video game needs a main menu in order to easily get to the actual game play they want to.	When the game application starts it first shows the main menu and a player can load a saved game, create a new game, or change the settings.	1	0001 0004 0005 0006 0007
0009	Functional	The game must have multiple types of non-playable characters (NPCs), such as merchants, guards, farmers, fishermen, builders, soldiers, bandits, thieves, blacksmiths, alchemists, etc.	Game world will be empty without them.	Different types of NPCs show up.	2	0005
0010	Functional	The game must have a variety of items. These include things such as weapons, armor, food, potions, and miscellaneous items.	Every role-playing game needs a variety of items otherwise it can get boring.	Multiple types and variety of each type of items show up in the game	2	
0011	Functional	The game must provide the player and each NPC have an inventory to store items.	The player and NPCs need to store items	The player and NPCs will have space for items to be stored in.	2	0009
0012	Functional	The game must allow the user to pick up items	Most traditional RPGs allow the player to pick up items	Once an item is picked up it will disappear from its position and end up in the inventory of the player	2	0010 0011
0013	Functional	The game must allow the player to create weapons, armor, food, potions, and certain miscellaneous items.	Adds variety to play style, which increases replayability.	At each respective station, players can exchange crafting materials for a complete item.	3	0002 0010 0011
0014	Functional	The game must allow characters to interact with each other	Without interactions, the game is literally useless	The player can do things such as talk or fight with NPCs, and NPCs do the same with other NPCs.	2	0002 0005
0015	Functional	The game must allow NPCs and Quest boards to give out quests	Quests give a goal to the player and add changes to the world when they get completed	Certain NPCs and quest boards will have a quest indicator above them and when interacting with them the player will see information about the quest.	2	0014
0016	Functional	The game must allow players and NPCs to accept quests	Quests give a goal to the player and add changes to the world when they get completed	Player and each NPC that can accept quest will have a log and the quest will appear on that log when they accept it and the quest giver will not give out the quest again unless it is failed	2	0014
0017	Functional	The game must have multiple locations	Adds diversity to the game	Multiple distinct locations appear in the game	2	
0018	Functional	The game must have multiple weather effects	Adds diversity to the game	In the game, the weather will change over time, indicated by whether it is raining, sunny, cloudy, snowy, or windy.	3	
0019	Functional	The game must have multiple types of vegetation	Adds diversity to the game	Different types of trees, bushes, flowers, and grasses will be in the game.	3	
0020	Functional	The game must have multiple biomes	Adds diversity to the game	Different locations and areas in the game will have different weather patterns and vegetation from each other	3	0017 0018 0019
0021	Functional	The game must have a common currency such as coins	You need currency to buy things.	The player can obtain currency which can then be used in shops	2	0010
0022	Functional	The game must allow the player and NPCs to buy/sell property and items	Adds diversity and a money-making aspect to the game	Ownership of property or item goes to the buyer and if it's an item it goes into the inventory, while money exchanged goes to the seller.	2	0010 0014 0021
0023	Functional	The game must allow the player to personalize their property	Adds diversity to the game	The player can change the structures on the property and the designation of the property (home, shop, etc).	3	0010 0022
0024	Functional	The game must display the player's stats to them	Allows players to keep track of what their stats are	The player can see their stats after opening up the stats page.	2	0001
0025	Functional	The game must allow the player to level up his or her stats	Players have different play styles	Once a player accumulates enough experience from actions and quest they can increase his or her stats some.	3	0024
0026	Functional	The game must detect collision between Objects	There needs to be collision between objects.	Objects should not pass through each other.	1	
0027	Functional	The game must update health when the character is attacked or heals	Needs to check if the character is dead.	Health goes down when attacked and increases when the character heals	2	0014
0028	Functional	The game must allow the player to quit the game	The player has to stop at some point	The game closes when the player quits	1	0001
0029	Functional	The game must have an in-game menu to save the game, load previous saves, change settings, and quit the game.	Every game has an in-game menu.	When the escape button is pressed the in-game menu opens and pauses the game.	1	0004 0005 0006 0007 0028
0030	Functional	The game must have multiple types of quests: fetch, kill, transport, rescue, etc.	Adds diversity to the game	Multiple types of quests appear in the game	2	
0031	Functional	The game must have consequences to quests	Every action has an effect	Once a quest is completed or fails it will change something in the world according to what type of quest it is.	2	0015 0016 0030
0032	Look and Feel	The game will have both first and third person views.	Different players have different preferences on point of view in video games.	The player can swap between first and third person view.	1	0002
0033	Security-Access	The game will be offline so there will be no connection with the internet while playing	Doesn't require the internet to play	Runs with no internet connect.	1	0001
0034	Performance-speed	The game will load within a minute when getting into the game world	Load times need to be fast to enjoy the game rather than watching a loading screen.	Load times are under or approximately equal to one minute	3	
0035	Usability-Accessibility	A copy of the game will be accessible to anyone that asks for it	This is my first complete game so it is just to boost my experience and for a grade	If someone asks for a copy of the game I will give them a copy.	3	
0036	Usability-Ease of Use	The game will be run from the executable after it is installed	No point in having a complicated start procedure	Running the executable will start the game.	1	
0037	Usability	The game will run on Windows 10 at minimum.	This is the operating system that is running while the game is being made so it should run.	The game runs properly when using Windows 10.	1	

Dep = Dependencies

NPCs = Non-player characters which include humanoid characters and non-humanoid characters that are controlled by ai.

RPG = Role-Playing Game