

Software Requirements Specification Document

1. Introduction

■ 1.1 Purpose

The purpose of this software requirements specification (SRS) document is to provide a clear direction for the development of "Ghost Run," a 2D game where a ghost chases the player through a forest with various obstacles. The document will guide the production and development team's common goal.

■ 1.2 Intended Audience

The intended audience for this SRS document includes the production and development team involved in the creation of "Ghost Run."

■ 1.3 Intended Use

The scope of the SRS document is to outline the aspirations for "Ghost Run," including its long-term goals, user impact, and gaming experience, while also defining the boundaries for development.

■ 1.4 Product Scope

"Ghost Run" will try to provide an engaging and challenging experience for players. The primary objective is to provide an immersive gaming experience that captivates and entertains players.

■ 1.5 Definitions and Acronyms

Ghost Run: The 2D game featuring a ghost chasing the player through a forest with various obstacles.
SRS: Software Requirements Specification document.

2. Overall Description

■ 2.1 User Needs

The "Ghost Run" game aims to fulfill the user's need for an engaging and challenging 2D gaming experience. It should provide an immersive and thrilling adventure, offering a rewarding and impactful user experience.

■ 2.1 Assumptions and Dependencies

The development and success of "Ghost Run" are based on the assumption that the game will effectively capture the essence of an 'endless runner'. The game will need challenging obstacles and a chasing ghost to keep the player engaged and motivated.

3. System Features and Requirements

■ 3.1 Functional Requirements

The functional requirements of "Ghost Run" encompass the purposeful functionalities needed from the system. This includes the system's ability to perform a set of high-level functions, such as engaging obstacle-dodging mechanics, intense and immersive gaming experiences and other gameplay features that contribute to an engaging and challenging user experience.

■ 3.2 External Interface Requirements

The external interface requirements of "Ghost Run" define the system's interactions with external entities, including user interfaces, hardware devices, and other systems. Currently, the game will be produced on Unity.

■ 3.3 Nonfunctional Requirements

Nonfunctional requirements accommodate the characteristics of the system that may not be expressed as functions. This includes aspects such as reliability, the accuracy of results, human-computer interface issues, and constraints on system implementation.