Umut Baran

Boztaş

DØM (Demand Øf Momentum)

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Requirements Document:

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Requirements:

* Functional Requirements:
  + 1) Cars must be moveable.
  + 2) Cars cannot overlap.
  + 3) Cars must comply with accelerated motion rules.
  + 4) Ai opponents must be able to complete the race eventually.
  + 5) Ai Opponents must be according to their difficulty level.
  + 6) Cars cannot go too far off the race track.
  + 7) Ai cars must be trained with deep reinforcement learning.
  + 8) The player can choose the difficulty of their opponents.
  + 9) The map we see on the screen should be a part of the normal map and should move according to the direction of movement.
  + 10) If the player has an opponent ahead, Player should be able to see the distance between them.
  + 11) The player should play the game using the keyboard.
  + 12) There should be usable gadgets/buffs on the race track.
* Non-Functional Requirements:
  + 1) The game must have user friendly interface
  + 2) The visuals should be designed to fit the theme of our game.
  + 3) Each car should have its own color
  + 4) Player should choose his/her cars color
  + 5) A suitable end screen for the game should be designed according to the game's theme.

Task Matrix:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Tasks/Members | Umut Baran Boztaş | Ali Emre Yenihayat | Onur Erçen | Berk Ülker |
| Searching for Requirements | X |  |  |  |
| Requirement  Validation | X | X | X | X |
| Making the decision to add in this file | X | X | X | X |