

# SOFTWARE REQUIREMENT SPECIFICATION

## COL290 : DESIGN PRACTICES

### Assignment 3

### POCKET TANKS

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## 1. Overall Design

In this project, we made a game namely **Pocket Tank**. The game is made in Createjs, Angularjs and nodejs which can be played against computer or with another person( multiplayer ).

## 2. Specifications

The game has two tanks, which are on a terrain, attacks on each other using some weapons. The specifications of the game are as follows:

- **Tanks**  
The tanks have different textures and multiple type of weapons which can be fired and changed during gameplay. The set of weapons have to be select before start of game and the player will be able to select from that during gameplay. The tank will also be able to move on the terrain.
- **Terrain**  
The terrain will generate randomly each time and may contain different height and shapes. The terrain will have texture of mountain to give it realistic feel.
- **Menu Screen**  
At the start, the game have start menu where players can select the game mode in which they want to play. The game modes which will be provided are **single player mode**, **multiplayer mode**(on the same computer or phone) and **LAN multiplayer mode**(to be played on different phones or computers). The start menu contains options like sound on or off. To play LAN multiplayer mode, the one player has to send the invitation to another player with their login Id and the another one needs to accepts that invitation.
- **Registration and Login Screen**  
This screen is what its name describes. Here, the person has to login to their account if he/she already has an account else he/she has to create a new account. The account contains information of users which are age, Userld, password, friends(with whom he/she played in past) and high score.
- **Game Over Screen**  
This screen is last screen which will be displayed after the game finished. This screen will have option of **Play Again** and **Exit**.
- **Play Screen**  
In this screen, the main game will be played where tanks and terrian part come together. This screen will contain information of players name, health, the number of consecutive wins of each player and also exit option from the game, pause option, angle of tank, weapons change option and score of each player.
- **Keyboard Controls**  
The game will have controls with keyboard for changing the angle of attack for weapons and moving the tanks. The other controls from keyboard will be pause, exit and chat.

- **Video, Text and Audio chat**

The game will have options to chat. Player can message, video chat and audio chat which can be accessed from the screen.