Katie Spiese

Initial Requirements

User Requirements

- have music and sounds in the game

- have the music playing during the game, but shouldn't have to specifically start up the music, change the music, or pick the music

- ability to have weapons

- The user would need the weapon to have a name, some properties, damage, and damage type.

- ability for each weapon to have a damage type

System Requirements

- there will have to be a music class (functional requirement)

- it will have a parameter of a String that will represent the file name of the specific .wav file to be used for the music object

- There will be a private Clip variable that will be created using the file name given when making the music object

- There will have be a method to play a song that loops and another method to play a song that doesn't loop.

- The first method would be used mainly for songs for the different menus, so that it will be played continuously until the user tells it to stop playing. The second method would be used if the user only wanted a sound to be played once (ex. a sound effect).

- there needs to be a method that stops the sound from playing. There might also be a need to have a pause and resume method, so I will include those as well.

- have a weapon class (functional requirement)

- The constructor would take in a file name that represents a text file containing a list of weapons and their attributes.

- The constructor would read the file name and set the variables accordingly. The variables would be name, finesse, heavy, light, ammunition, loading, two handed, versatile, damage, and damage type.

- create an enum with all the damage types possible. (non-functional requirement)

- These damage types would be Acid, Bludgenoning, Cold, Fire, Force, Lightning, Nacrotic, Piercing, Poison, Psychic, Radient, Slashing, and Thunder.