System requirements specification

# **Title**

Snake

# **Description**

A mini version of the famous game of snake. A black screen with a small square randomly placed and a snake of length three in the middle, waiting for command. It starts moving when a player push movement keys, which are: a, w, s, d. The game is over when either the snake hit itself or eating ten squares.

# **Time estimation (hours)**

5h

# **Non-functional requirements**

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| **Nr.** | **About** | **Description** |
| 1 | Programming languages | Java |
| 2 | Operative systems | Cross-platform: Windows, mac and Linux |
| 3 | Libraries | Swing, Awt |
| 4 | Frameworks | None |
| 5 | User interface | Graphical user interface |

# **Functional requirements**

|  |  |
| --- | --- |
| **Nr.** | Description |
| 1 | When the game starts, there shall be a black screen with a snake in the middle and a small square randomly placed |
| 2 | When a player pushes either a, w, s, d, the snake shall be able to move in specific direction. The snake can’t move in opposite direction |
| 3 | When the snake eats the square, it shall grow by length. A new square shall be placed randomly |
| 4 | When the snake hits itself, the game shall freeze. Game over |
| 5 | When the snake eats ten squares, the game shall freeze. Player won the game |

# **Mock-up**

A picture containing icon

Description automatically generated

# **Helpful links**

* <https://www.ida.liu.se/~TDDD78/index.sv.shtml>
* <https://en.wikipedia.org/wiki/Swing_(Java)>
* <https://en.wikipedia.org/wiki/Abstract_Window_Toolkit>