

Software Requirements Specification

For

The Tomb of Khaud'ghur

Instructor: Tammy Pirmann
Team Members: Kaifeng Zhou, Lester Chacon-Posada, Peter Chong, Jacky Chen
Cycle: <Cycle Number>
Date Submitted: 1-27-2019

Document template copyright 2005-2015, CCI Faculty. Version 2.3. Use permitted under Creative Commons license CC-BY-NC-SA. See <http://creativecommons.org/licenses/by-nc-sa/3.0/>.

Grading Rubric - Requirements Specification

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	Minimal	Exemplary	Pts	Score
Content (80)	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Introduction Scope Definitions			10	
User Profile			20	
Functional Requirements			30	
Performance & Design Requirements			10	
Data Requirements			10	
Writing (20)				
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
Expression	Hard to follow or poor word choices	Clear and concise. A pleasure to read	5	
Tone	Tone not appropriate for technical writing	Tone is consistently professional		
Organization	Information difficult to locate	All information is easy to find and important points stand out	5	
Layout	Layout is inconsistent, visually distracting, or hinders use	Layout is attractive, consistent, and helps guide the reader		
Late Submission			-10 -25	
Total			100	

1 Introduction

1.1 Scope

Our product is a dungeon crawler RPG type game. The player will go through multiple dungeon floors where they fight monsters, bosses, and earn treasures along the way.

1.2 Definitions, Acronyms, and Abbreviations

RPG: Role Playing Game: A game where a player controls the character and act as the protagonist of the story.

Dungeon Crawler: Player goes through randomly generated rooms and loses all progress upon death.

1.3 User Profile

Children, young adults and gamers will use this product mainly to spend their time on this product as a form of fun entertainment. Gamers can use this product to do walkthroughs, live-stream or competitive gaming, for example, beating the highest floor of the dungeon or even holding the fastest time to beat the game.

2 External Interfaces

2.1 User Interface

It will use a series of prompts, options, and buttons that the user can interact with.

2.2 Data Interface

Our product does not use external data.

3 Specific Requirements

3.1 Functional Requirements

The statements below define the functional requirements for the system.

<Core Mechanics>

Core elements go as follows: There will be a total of 50 rooms randomly generated. At the end of each 10th floor there will be a boss to face. The game is turned-based, meaning that the player and enemies will take turns attacking each other. The player will also have statistics (Strength, Intelligence, Dexterity, Vitality, and Luck). These stats will provide the player certain enhancements depending on the player's

choice of enhancement. Example: The stat, Strength causes you to deal more physical damage. Lastly, dying means all progress is lost and the player must start all over.

<Equipment>

Throughout the dungeon you will find weapons and armor to fight enemies. Certain weapons will damage monsters depending on the weapon type. An example would be an enemy having a weakness to swords but has hammer resistance.

<Other Mechanics>

The player has the option to leave the dungeon to heal or buy new equipment without losing all their progress only if the player managed to defeat that dungeon's boss. A teleportation system will appear allowing the player to start from where they left off from. Allies can be recruited along the way by fulfilling specific requirements.

3.2 Performance Requirements

The statements below define the performance requirements for the system.

Loading Screens

Loading screens at most should be 5 seconds.

The time it takes to execute attacks

Executions should be instant.

3.3 Design Constraints

3.3.1 Constraint: Designed to be run on Windows

Reason: The game will only be able to be played on Windows, no other OS systems and will only be for computers only.

Constraint: Unity/ C# (C-Sharp)

Since we are using Unity/C# for our product, any constraints from that software will be applied to our game.

3.4 Data Requirements

<01> - <Menu>

Name	Type	Size	Comment
Title	String	30	The title of the game
Start	Button	30	A button that will allow the game to start
Load	Button	30	A button that will allow a save file to load up
Option	Button	30	A button that can adjust sound volume/music

Credit	Button	30	A button that shows the creators and their contribution to the game
--------	--------	----	---

<02> - <Starting Game>

Name	Type	Size	Comment
Player	Sprite	N/A	The player sprite/appearances in the game
Option	Button	30	A button that allows the player to save the game/adjust music + sound volume/exit the game
Inventory	Button	30	A button that shows the player's equipment and the items they have looted
Character Page	Button	30	A button that shows the character's appearance and statistics
Dialogue	Textbox	150	A textbox that shows the player's conversation with NPC

<03> - <Environmental Art >

Name	Type	Size	Comment
Background	Image	N/A	This shows the background image of the game
Background sprites	Sprite	N/A	Background sprites include: trees, doors, castles, treasure chests, spikes, levers, staircase etc.
Monsters	Sprite	N/A	Various monster's sprite
Floor	Tile set	N/A	Different tiles making up the ground image of the game
Character Sprites	Sprite	N/A	Different character's sprites besides the player. An example would be: NPC, Allies.

<04> - <Battle System>

Name	Type	Size	Comment
Player	Sprite	N/A	Shows a player sprite getting ready to battle
Monsters	Sprite	N/A	Different monsters ready to battle
Textbox	String	150	A textbox which shows different options that the player could choose from such as: Attack, Defend, Magic, Inventory etc.