

Title Page:

Tebu

Time Traveling Gentlemen

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Requirements

Change Record:

Date	Version	Changes/ Additions	Responsible Person
10/15/2010	0.1	Initial Draft	Team
10/16/2010	0.2	Overview Revisions	Bryan Blackford
10/17/2010	0.3	Glossary Revisions	Will Long
10/18/2010	0.4	Preliminary Interface Mockups	JD Stockford
10/18/2010	0.5	Inventory and Rewards	Adrien Young
10/18/2010	0.6	Editing and Correctness	Team
10/18/2010	1.0	Final Draft constructed	Team

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Overview:

Tebu is an application for the Android mobile phone which allows the user to interact with a virtual pet. Users can customize their pet by growing it into new types and via wearable items found in the game. The user can also take their pet on a walk and fight monsters with their pet through challenging mini-games.

Reference Documents:

- <http://developer.android.com/index.html> : Android Development Site : Detailed information concerning developing for the Android platform.
- <http://www.droidnova.com/> : Android Development - Rapid android development from Berlin : Android coding tutorials and techniques.
- <http://www.rbgrn.net/content/54-getting-started-android-game-development> : Getting Started in Android Game Development : Introduction to Android Architecture

Definitions:

- Ability - A button used in the fight screen to attack an enemy A pet has 4 abilities. Once an ability is used, it must spend a few seconds before being used again.
- Accessory - An item that can be associated with a pet. A pet may have 2 accessories equipped at one time.
- Attack - A metric that affects how quickly a pet can defeat an enemy.
- Back button - A button located in all screens but the pen that returns the user to the pen.
- Coin - An object that can be picked up by the user. The total amount is displayed to the user.
- Dressing Room- A screen using the Inventory screen where a user may see the pet's current stats, happiness, and items. This screen also allows the equipping of items.
- Endurance- A metric that affects how quickly the hunger bar decreases.
- Enemy - A pinata shaped pet that the user's pet fights against during the fight screen.
- Equip - An action by which the user can select an item to give to a pet.
- Feed - A screen using the Inventory screen where a user may select a food item to increase the pet's hunger bar
- Food - An item that can be used in the feed screen to increase a pet's hunger bar.
- Fight enemies - A mini game where you and your pet fight against pinata
- Grow - An option to change the pet into a different, stronger pet type
- Happiness - A metric to represent progress.
- Happiness Cap - A limit to how much happiness can be gained.
- Hunger Bar - A limit to how much the player can take a pet on walks or

- fights. - The player fills the hunger bar by feeding the pet.
- Items independent. - Objects that are possessed by the player and are pet Items are split into Food and Accessories.
- Inventory - A screen that lists the items possessed by the player.
- Luck finds - A metric that affects how many coins and items that the user on walks.
- Mini Game- A sub-section of the application where the user can interact with the pet and game world to gain coins.
- Pen with it. - The home screen, where your pet lives and you can interact with it.
- Pet the - A creature that is owned, cared for, controlled, and loved by the user.
- Scenery - Objects that scroll from left to right on the walk screen. When touched, coins and items are released that the user can pick up.
- Screen and - A unique combination of game play, user interface elements, state management logic.
- Speed - A metric that affects how quickly a pet walks in the walk screen and how quickly abilities recharge in the fight screen.
- Pet Statistics - A series of metrics that affect how well the pet performs.
- Pet Type - Defines what species of pet a pet is. Examples are “Blob” and “Snowball”.
- Tebu - A virtual pet application for the android mobile phone.
- User - The person playing the game.
- Walk - A mini game in which the user can touch various scrolling background features in order to gain coins.

Requirements:

1. The software shall provide a system to manage persistent pet data
 - a. Pet data must be stored in persistent storage in a tamper-proof format
 - b. The following data must be associated with a given pet
 - i. **Pet type**
 - ii. **Pet happiness**
 - iii. **Pet happiness cap**
 - iv. **Pet hunger**
 - v. Pet attributes- **Attack, Endurance, Speed, and Luck**
 - vi. User-given nickname
 - vii. Equipped **Accessories**
 - c. Software shall read pet data at start up
 - d. Software shall save pet data at the end of any **mini-game**, and whenever an **item** is used
 - e. Pet data storage must recover silently from file errors
2. The software shall provide a user interface to allow interaction with a pet
 - a. The main screen will be the **pen** screen
 - b. Every screen other than the **pen** must include a **back button**
 - c. The **Pen** Screen must provide the user controls for moving to and back from:
 - i. **Dressing Room** screen
 - ii. **Fight** screen

- iii. **Walk** screen
 - iv. **Feed** screen
 - d. The Dressing Room screen must:
 - i. Display the pet's **attributes**
 - ii. Allow pet to **grow** when available
 - iii. Show a list of the user's **items**
 - 1. This list shall be tabbed to sort items by type
 - iv. Allow the user to equip items to the pet
 - e. The Fight mini game screen must:
 - i. Display the user's pet
 - ii. Display the pet's **hunger bar**
 - iii. Display the pet's **abilities**, which are selectable
 - iv. Display an enemy
 - v. Display the enemy's stamina meter
 - f. When an **ability** is selected:
 - i. The icon for that **ability** is greyed out
 - ii. That effect of that **ability** is applied to the enemy
 - iii. The pet's **hunger meter** and the enemy's stamina meter must decrease
 - g. If an enemy is defeated during a **Fight**:
 - i. It must be removed from the screen
 - ii. A reward of some **coins** and an **item** must be given to the player
 - h. During a **fight**, if the **hunger meter** runs out, the user is returned to the **pen** screen
 - i. When the user is on the **walk** screen
 - i. The pet shall be displayed on the left side, undergoing a walking animation
 - ii. **Scenery** shall move from the right side of the screen to the left side
 - iii. **Scenery** responds to touch events from the user
 - j. When **scenery** is touched on the walk screen
 - i. **Coins** or an **item** are created near that scenery
 - ii. That instance of **scenery** shall not respond to a second touch event
 - k. During a **walk**, if the **hunger meter** runs out, the user is returned to the **pen** screen
 - l. The **feed** screen shall take the user to the **inventory** screen with their list of items pre-sorted to display food
- 3. The software shall include a system to track the **happiness** of pet
 - a. **Happiness** attribute must increase each time the pet consumes **food**, touches an object in a walk, or wins a **fight**
 - b. When the **happiness** reaches the **happiness cap**, the pet may **grow**
 - i. Option to **grow** pet must appear in the **dressing room** screen
 - ii. The **grow** options must include at least one new pet type that are related to the current pet type
 - iii. The **happiness cap** must be increased after the pet grows
- 4. The software shall track and store player rewards across multiple game sessions.
 - a. **Coins** shall be stored as a numerical value.
 - b. Inventory **items** shall be stored as an item identifiers and the number of that item the player owns.
- 5. The software shall provide an interface for the player to view and manage items, or "**inventory**"

- a. The layout of the **inventory** is specified below in the User Interface section
- b. The **inventory** shall allow players to view the type and quantity of a given type of item

Unresolved Issues

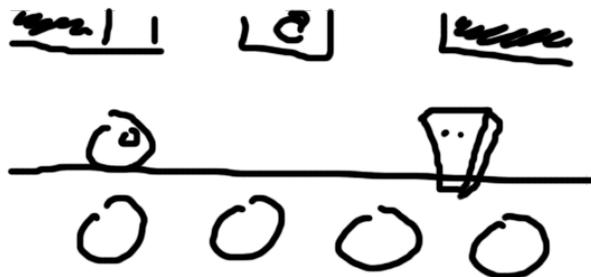
The final layout and function of the Shed screens **buy** and **sell**

Preliminary User Interface:

Main Screen - Pen



Fight Screen



Walk Screen



Dressing Room

