

# Requirements Document

## “Fog of War”

Bachelor's Thesis 086  
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Date	Version	Description
21.01.2020	0.1	Initial setup.
03.02.2020	1.0	First and final draft.

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# 1. Introduction

This document details the specific requirements to be met by the solution for Fog of War (hereby "FOW") for the game Dwarfheim, being developed by Pineleaf. The solution will be worked on by a single bachelor student for his bachelor's thesis during the first semester of 2020.

## 2. User stories

### 2.1. The Player

As a	Player.
I want	To see the area around friendly units and buildings.
So that	I can make meaningful choices and execute on my strategy.
Acceptance Criteria	<ul style="list-style-type: none"> <li>• If I am a player, I have vision with a certain radius around friendly units and buildings.</li> <li>• I do not have vision around enemy units.</li> <li>• If friendly units or buildings are destroyed, their vision will linger for a little while before fading out.</li> </ul>

As a	Player.
I want	To have my vision be blocked by natural obstacles like trees, mountains, terrain.
So that	I can be immersed in the game, do special maneuvers and use the blocked vision of my enemies to my advantage.
Acceptance Criteria	<ul style="list-style-type: none"> <li>• If I am a player, my vision is blocked by trees, mountains, higher terrain, walls and enemy buildings.</li> <li>• In the mine, my vision will penetrate X layer(s) of stone.</li> </ul>

### 2.2. The Developer

As a	Developer.
I want	To be able to use the FOW solution easily.
So that	I can implement FOW without having to use much time or effort.
Acceptance Criteria	<ul style="list-style-type: none"> <li>• If I am a developer, I can skim over the source code and its comments to get an idea of how it works.</li> </ul>

	<ul style="list-style-type: none"><li>• I can read the wiki to learn how to implement the FOW in the game.</li></ul>
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As a	Developer.
I want	To be able to edit the FOW solution easily.
So that	I can edit parameters or change its behaviour if needed.
Acceptance Criteria	<ul style="list-style-type: none"><li>• If I am a developer, I can skim over the source code and its comments to get an idea of how it works.</li><li>• I can read the wiki to learn how all the various parts of the solution coexist and where to find specific parameters so that I can edit them.</li></ul>