

System Requirements Specifications

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1 High Level Design

1.1 Server

Verification:

- Client(customer) can connect to a game and play.

1.2 AI

Verification:

- Customer can play without other human players
- AI plays correct game
- AI makes legal moves

1.3 Client

Verification:

- Be able to choose game to play
 1. Be able to choose game options, multiplayer, etc
- User can view GUI
- User can login
- User can view and access menu
- User can play appropriate game play
- User can quit game (in fit of rage)
- User experiences correct end game sequence

1.4 Control

Verification:

- Game logic, rules and cards all function in an appropriate manner and as expected.

1.5 Database

Verification:

- Player rankings, stats, usernames, passwords and scores saved and recalled in an appropriate manner and as expected.

2 Requirements

2.1 Login

2.1.1 Create user

Verification:

- Make new user
- Create username
- Make password, use password
- Change password
- Successfully login

2.2 Main Menu

2.2.1 Main menu

Verification:

- Button to edit account/profile
- Choose specific game
- Join game
- Create game

2.3 Game Table/GUI

2.3.1 Cards

Verification:

- View cards
- Cards match values listed on card
- See how many cards other users have (face down)

2.3.2 Scoreboard

Verification:

- See scores/bid
- Reflects appropriate score
- Updates after each turn

2.4 Game Play

2.4.1 Choose card

Verification:

- Play only legal moves

2.4.2 Moves

Verification:

- sSe when other players move

2.4.3 Rules

Verification:

- Play rules appropriate to game selected

2.5 Game End Event

Verification:

- End at proper time
- Option to play again
- Option to return to main menu

2.6 Other

2.6.1 multiplayer options

Verification:

- AI fills in as needed
- 1-3 other humans can join game
- Disconnecting user is replaced with AI that takes place
- After determined amount of time of inactivity, player is removed from game
- When disconnected accidentally, can rejoin same game if game is still in play