System Requirements Specifications

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1 High Level Design

1.1 Server

verification–Client(customer) can connect to game

1.2 AI

verification –

1. customer can play without other human players

2. plays correct game

3. makes legal moves

1.3 Client

user–see requirements section

1. choose game

    (a) game options, multiplayer, etc

2. view GUI

3. login

4. use menu

5. game play

6. quit game

7. end game

1.4 Control

game logic
rules
cards

1.5 Database

ranking
stats
username
password
score

2 Requirements

2.1 Login

create user

- make new user

- create username

- make password, use password

- change password

- successfully login

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2.2 Main Menu

main menu

- button to edit account/profile

- choose specific game

- join game

- create game

2.3 Game Table/GUI

cards

- view cards

- cards match values

- see how many cards other users have (face down)

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scoreboard

- see scores/bid

- reflects appropriate score

- updates after each turn

2.4   Game Play

choose card

- play only legal moves

see when other players move
play by the rules

- play rules appropriate to game selected

2.5   Game End Event

- end at proper time

- option to play again

- option to return to main menu

2.6   Other

multiplayer options

- 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