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