

# System Requirements Specifications

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## **1 High Level Design**

### **1.1 Server**

### **1.2 AI**

### **1.3 Client**

user

gui

### **1.4 Control**

game logic

rules

cards

### **1.5 Database**

ranking

stats

username

password

score

## **2 Requirements**

### **2.1 Login**

create user

username

password

successfully log in

data persists

### **2.2 Main Menu**

main menu

account/profile

preferences/settings

### **2.3 Game Table**

cards

user

AIs/other players

## **2.4 Game Play**

choose card  
see other moves  
play by the rules

## **2.5 Game End Event**

end at proper time  
option to play again  
option to return to main menu

## **2.6 Other**

multiplayer options  
how a user disconnecting is handled