
TDT4240 SOFTWARE ARCHITECTURE

GAME NAME [TO CHANGE]
Requirements
Android

Cabral Cruz, Samuel (496704)
Cantos Morote, Carlos (496825)
Claessens, Bart (486346)
Ihlen, Erling Hærnes (765137)
Trollebø, Jarle (766901)

Primary Quality Attribute:

MODIFIABILITY

Secondary Quality Attribute(s):

AVAILABILITY, PERFORMANCE, INTEROPERABILITY AND TESTABILITY

PRESENTED TO
ALF INGE WANG

DEPARTMENT OF COMPUTER AND INFORMATION SCIENCE
NORWEGIAN UNIVERSITY OF SCIENCE AND TECHNOLOGY
(NTNU), TRONDHEIM
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Introduction

[Wikipedia contributors \[2018\]](#)

Functional Requirements

Quality Requirements

COTS Components and Technical Constraints

Commercial off-the-shell (COTS)

Issues

Changes

This section records the changes brought to the current document since its creation.

| Date | Version | Description |
|------------|---------|---------------|
| 2018/02/21 | 1.0 | Initial draft |

Glossary

Representation binaire Le système binaire est le système de numération utilisant la base 2. C'est cette représentation en combinant les 1 et les 0 qui est à la base de nos systèmes numériques.
[?, [Representation binaire](#)].

Bibliography

Wikipedia contributors. Entity-component-system — wikipedia, the free encyclopedia, 2018. URL <https://en.wikipedia.org/w/index.php?title=Entity%E2%80%93component%E2%80%93system&oldid=821499559>. [Online; accessed 21-February-2018].