
TDT4240 SOFTWARE ARCHITECTURE

GAME NAME [TO CHANGE]
Requirements
Android

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Primary Quality Attribute:

MODIFIABILITY

Secondary Quality Attribute(s):

AVAILABILITY, PERFORMANCE, INTEROPERABILITY AND TESTABILITY

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Contents

Vision Statement	4
Introduction	4
Goals of the Project	4
Scope of the Project	4
Market Positioning	4
Business Opportunities	4
Declaration of the Product Position	4
Requirement Phase Description	4
Requirements Documents Description	4
Functional Requirements	5
Quality Requirements	6
COTS Components and Technical Constraints	7
Issues	8
Changes	9
Glossary	10

List of Figures

List of Tables

Vision Statement

Introduction

Goals of the Project

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Market Positioning

Business Opportunities

Declaration of the Product Position

Requirement Phase Description

Requirements Documents Description

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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].