

# System Requirements Specification

## How Projects Really Work (version 1.0)

www.projectcartoon.com



How the customer explained it



How the project leader understood it



How the analyst designed it



How the programmer wrote it



How the business consultant described it



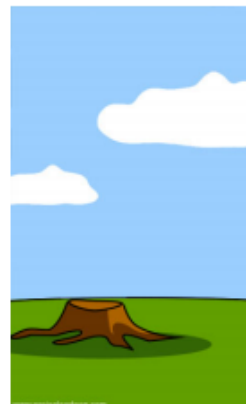
How the project was documented



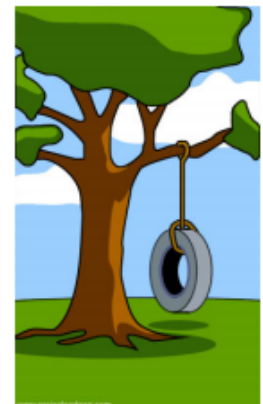
What operations installed



How the customer was billed



How it was supported



What the customer really needed

## Functionality

1. Allows a user to play a game of hearts/crazy eights.
2. Allows 4 people to play.
3. AI can fill in empty player slots. (Ability to play alone).
4. Maintains active game state.
  - Keeps track of players' hands
  - Keeps track of game history
  - Keeps track of game play
5. Ability to follow the rules of the game as outlined (See Appendix A).

- (i.e. Shuffle, Deal, etc)

6. Allows players to choose different AI levels.
7. Allows players to check player rankings.
8. Allows players to restart the game.
9. A lobby which allows players to see available games.

## Out of Scope

- AI vs AI
- ELO Ratings
- Voice Activation
- Mods
- Multilingual support
- Offline Play

## Usability

---

1. Play Area.
2. Rules accessible through Help Menu.
3. Allows a player to see how many cards in other players hand.
4. Allows a player to see game history.
5. Allows a player to see all the cards in play.
6. Allows players to create profiles.
7. Allows players to log in to profiles.
8. Help Menu.

## Reliability

---

1. On connection loss fill in players with AI.
2. Infrastructural consistency of Amazon Web Services.
3. Can predictably connect to server.

## Performance

---

### System Requirements

- Operating Systems: Windows 8.1+, Debian and Derivatives, Mac OS
- RAM: 2GB

- Network Card
- Screen
- Processor (functioning)

## Supportability

---

1. Support will continue until December 2016
2. Supported Countries: USA
3. Will run on all supported operating systems (See Performance).
4. Will run software tests.

## Verification Method

---

Test Number	Test performed	Acceptable Criteria
F.02	Four clients connect to the server	All four can play
F.03	Human Client disconnects	AI fills empty player slot
F.06	User designates AI Level	AI level is set
F.07	User clicks "Ranking"	Ranking is shown
F.08	User clicks "Restart"	Game restarts
F.09	Player enters lobby	a wild lobby appears
U.01	User Clicks Game Menu > New Game	a wild play area appears
U.02	User clicks help menu -> rules	Wild rules appear
U.03	User Clicks Game Menu > New Game	The number of cards in each players hands are visible
U.04	User clicks on History	a wild history appears
U.05	User Clicks Game Menu > New Game	User can see all cards in play
U.06	User Clicks "Create Profile"	Profile is created
U.07	User Clicks "Login"	Client Login Successful
U.07	User Clicks Game Menu > Help	Help menu is shown
R.01	User disconnects	AI connects
R.03	User attempts to connect to	User successfully connects
P.01	User Runs Game Program	Program runs
S.01	User posts report on github	devs respond
S.02	User connects in US	Program works
S.03	Tests conducted on supported platforms	Tests pass

