

Software Requirements Specification

Captain Cillian A Standalone Mobile Application

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1. Introduction

1.1 Purpose

The purpose of this document is to give a detailed description of the requirements for the “Captain Cillian” standalone application. It will illustrate the purpose and declaration for the system development. This document is primarily intended to communicate the software proposals to a customer for its approval and a reference for developing the system. ⁱ

1.2 Scope

“Captain Cillian” is a standalone mobile application based on a series of children’s books of the same name. The application is comprised of interactive, educational pages for children to enjoy. The app should be free to download from the corresponding Application Store.

The software is designed to be used with both touch devices and keyboard/mouse to maximize user base and ease-of-use for its audience.

2. Overall Description

2.1 Product Perspective

This system will consist of four main sectors, which will then be split into multiple sub-sectors, leading to games, stories and previews from the corresponding books.

2.1.1 Learn Irish

This section will focus on familiarizing the users with common Irish words and phrases. It will consist of a “match-up” game where multiple Irish words or short phrases are given on a grid layout, and must be matched to a corresponding pictures/icons. The grids are 4x4, or 4x5 but are shown below as 3x3 for easier illustrative purposes.

Figure 1: Match Up Game

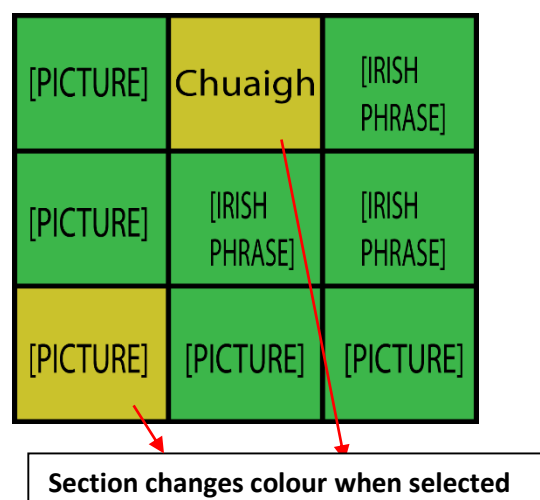
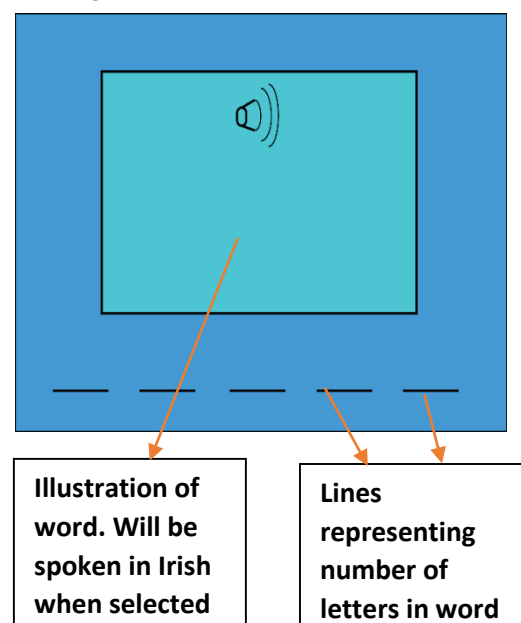


Figure 2: Word-Picture Game



2.1.2 Explore

The explore section will draw heavily from content within the books, as selecting explore from the main menu will provide another menu displaying the different book covers, along with a description when hovered over. Clicking each cover will bring the user to a scene from the book.

2.1.3 Create & Play

Create & Play is comprised of three subsections:

- Write a Story

Write a story allows the user to create their own storyboards, by supplying them with a background scene and sprites on a navigation bar at the side of the screen.

- Quiz

The quiz section has a variety of questions based on the stories of each book. The questions are randomized and the question matter will change between books as the quiz progresses.

- Additional Game

If time persists, an additional game will be added to this section.

2.1.4 Ocean Facts

The Ocean Facts section draws from the theme of sailing with Captain Cillian. It contains multiple scenes (Currently just an aquarium scene) which can be navigated through like a slideshow. The scenes contains pictures of relevant animals and facts about each.

2.2 Product Functions

The existence of this app is primarily to promote the Captain Cillian book series. This is done by educating the user base with facts centric to Irish language and culture.

The interactive games will store the users' scores, to allow them to compete against their previous attempts, providing them with visual evidence of their improvements as time passes.

2.3 Product Constraints

This application is designed to be used by pre-teen children, specifically between ages 3-9ⁱⁱ. This means that the application must be able to be safely navigated by a child in that age group, without the prospective loss of any data. This will be combated by the extensive use of state management and by auto-saving game progress in the background.

Additionally, the User Interface must be designed to be used with minimal confusion. That is to mean large buttons that are easy to identify, along with striking colours to keep the app visually appealing.

ⁱ Chalmers.se Example SRS "Amazing Lunch Indicator"
<http://www.chalmers.se/sv/institutioner/cse/Sidor/default.aspx>

ⁱⁱ Captain Cillian official website
<http://www.captaincillian.com/>