Requirements

Stakeholder:

Some of the most important roles pertaining to requirements were; the end user and the customer. They are the primary source of ideas and requirements. During this task, the end user and customer had to create ideas for the game, and finally generate a user story pertaining to the needs or constraints listed. The software developer and the facilitator also had important roles for the project requirements as they are the ones that take the user stories given by the stakeholders, translating them to actual product requirements.

Vision Statement:

Our vision is to create a fun and engaging tile game, replicating a deck of cards, needing tactical plans in order to win the game. The game will have a start screen, with a description on how the game is played. Last, the user will be able to play the game and against other people. We hope that this game will be fun to kids and allow for a fun experience with their friends and family.

Product Assumption:
- Kid Friendly (vibrant, colorful, etc.)
- Generate In game revenue through ads
- Marketing (social media, ads on other websites, etc.)
- Allow for multiplayer
- Tutorials for ease before playing

Product Constraints:
- Finding methods of making revenue other than in advertisements
- Updating the game constantly to keep it interesting and fun
- Making game affordable
- Saving game data
- Deal with the limitations of web programming
- Generating computer generated players
- Developing code for all limitations in the games rules

Requirements List:

Name ▲	ID	Kind	Risk
Display Opponents Name	REQ001	Functional	Low
Establish a Profile	REQ006	Functional	High
In game Ads for Revenue	REQ012	Functional	High
Instructions	REQ007	Functional	Low
Leaderboard	REQ004	Functional	Low
Player Limit	REQ010	Functional	Medium
Product Promotion	REQ011	Functional	Medium
Save the Game	REQ005	Functional	Medium
Tututial	REQ008	Functional	Low
Undo a move in single player	REQ003	Functional	Low
Vibrant Colours	REQ009	Interface	Medium
View the opponents plays	REQ002	Functional	Low