Chess Editor

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1 Project Definition

1.1 Purpose

2 Project Requirements

2.1 Functional Requirments

2.1.1 Primary Requirements

The primary requirements of the project must be functional at 'all times'. These requirements include the following:

- 1. User can play a game of chess:
 - Locally (vs Player)
 - vs Computer
- 2. User can create, load, and play chess scenarios like:
 - Horde
- 3. The user is able to add a chess engine¹.

2.1.2 Secondary Requirements

The secondary requirements of the project may not always be function and are dependent on specific situation. These requirements include the following:

- 1. User can play a game of chess remotely.
- 2.2 Usability
- 2.2.1 User Interface
- 2.2.2 Performance
- 2.3 System
- 2.3.1 Hardware

Hardware specs (include monitor)

2.3.2 Software

Operating System

¹Whether the chess engine works is dependent on the engine. However at least two public chess engines must work with the application.

2.3.3 Database

2.3.4 Networking

Certain secondary functionality requires a network connection in order to work properly.

2.4 Security

There are currently no security requirements with the exception of optional password protection for saved games and hosted games.

- 3 Project Specification
- 3.1 Scope
- 3.2 Libraries/ Frameworks/ Development Environments/ Dependencies
- 3.3 Platform
- 3.4 Genre
- 4 System Design Perspective
- 4.1 Subsystems
- 4.1.1 Models
- 5 System Analysis Perspective
- 5.1 Subsystems
- 6 Project Scrum Report
- 6.1 Product Backlog
- 6.2 Sprint Backlog
- 6.3 Burndown Chart
- 7 Subsystems
- 7.1 Subsystem 1
- 7.1.1 Initial Design and Models
- 7.1.2 Data dictionary
- 7.1.3 Revisions
- 7.1.4 Scrum Backlog
- **7.1.5** Coding

Approach

Language

- 7.1.6 User Training
- **7.1.7** Testing
- 8 Complete System