**The Software Institute**

**Qualitest Cohort 1**

**Blackjack App**

Software Requirement Specification

Version 1.1

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# Software Requirement Specification Identifier

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Revision History

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| Date | Version Number | Author | Comment |
| 13/09/2021 | 1.0 | Arkaan Quanunga, Sam King | Initial Draft |
| 14/09/2021 | 1.1 | Arkaan Quanunga | Added Features and Roles |
|  |  |  |  |

# 1.0 Introduction

The purpose of this project is to create a blackjack website application. This release should have limited features from a standard blackjack game. Over a period, the project will be updated with desired and delightful feature.

## 1.1 Purpose

The purpose of this document is to outline the requirements for the Blackjack App website to be developed for TSI Corporate Services Limited by Arkaan Quanunga and Sam King. This document will be sued by all stakeholders including developers and testers.

## 1.2 Intended Audience

The intended audience is set to be anyone that would like to play the game.

## 1.3 Intended Purpose

The purpose of this software is to promote the game of Blackjack.

## 1.4 Scope

The scope of this project is limited to the testing of the features described in the succeeding sections of this document.

Non-functional testing like stress, performance is beyond scope of this project.

Functional testing & external interfaces are in scope and need to be tested

# 1.5 Roles

For Blackjack App, there are going to be two roles.

The System and The Player.

|  |  |
| --- | --- |
| **Abbreviation** | **Word** |
| **S** | System |
| **P** | Player |

# 2. Specific Requirements

Following features will be available to these 2 different roles:

|  |  |
| --- | --- |
| **System** | **Player** |
| Shuffle | Hit |
| Draw a Card | Stay |
| Add card to Player’s hand | Double |
| Calculate Player’s points | Split |
| Fund Transfer | Deposit Money |
| Balance enquiry | Place Bet |
| Blackjack Pay | Balance Enquiry |
| Normal Pay | Quit the game |
| Kick Players |  |
| Score Board |  |

Description of the features:

|  |  |  |
| --- | --- | --- |
| **Feature Name** | **Applicable Role** | **Description** |
| Hit | Player | **Player**: System draws a card, Add card to Player’s Hand, Calculates the Player Hand Points and updates the total points. |
| Stay | Player | **Player**: No further cards are drawn |
| Double down | Player | **Player**: Can double the bet if the total hand points is 9/10/11 or 12 and System draws a card, add card to Player’s hand and stays. |
| Split | Player | **Player**: When player draws the same card, they can split their hand into two and place separate bets on each hand |
| Deposit Money | Player | **Player**: Player can add money to the account for placing bets |
| Place Bet | Player | **Player**: Player can place a bet on the game |
| Balance Enquiry | Player  System | **Player**: Can check the balance of current account.  **System**: Can check the balance of all players in the game. |
| Quit the game | Player | **Player**: Can leave the game and lose the current bet placed on the game. |
| Shuffle | System | **System**: Shuffles the decks being used in the game |
| Draw a card | System | **System**: System can draw a card from the decks being used in the current game. |
| Add card to Player’s Hand | System | **System**: Must add the drawn card to player’s hand |
| Fund Transfer | System | **System**: When a Player Win’s or Loses the game, relevant money must be added or deducted from their account |
| Blackjack Pay | System | **System**: When a Player Wins by getting 21 points, the system must add a 3:2 ratio of the bet placed by the player |
| Normal Pay | System | **System**: When a player Wins normally, the system must add a 2:1 ratio of the bet placed by the player. |
| Score Board | System | **System:** When a player wins, the store board must update based on the highest bet won. |

# 2.0 Overall Description

## 2.1 User Interfaces

The User will be using a website which will be accessed through internet. The User will only use the product for entertainment purposes.

## 2.2 External Interface Requirement

### 2.2.1 Hardware Interfaces

None

### 2.2.2 Software Interfaces

Windows/Linux OS of the Player communicating to Microservice of Blackjack App by IP network protocols.

### 2.2.3 Communications Interfaces

None

3.1 Front End Details

This section describes the Front End of Blackjack App.

It also lists a few use cases to describe the functioning of the system.

## 2.2 Assumptions and Dependencies