Software Requirements Specification

for

Minesweeper

Version 1.0 approved

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Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
| Person’s Name, not “Company X”. Multiple people are okay if they all worked on this version |  |  |  |
|  |  |  |  |

# Introduction

## Purpose

Minesweeper is a computer game where the user chooses a number of columns across, rows down and number of mines. The user is then able to select cells either by left clicking to reveal the cell value or left clicking to flag as a mine. The goal of the game is to reveal all the cells that are not mines and flag all the mines without revealing a mine. If a mine is left-clicked the user loses the game. Cell values are based on how many mines touch the cell.

## References

None.

# Overall Description

## User Classes and Characteristics

None.

## Operating Environment

Windows XP or newer.

## Design and Implementation Constraints

None.

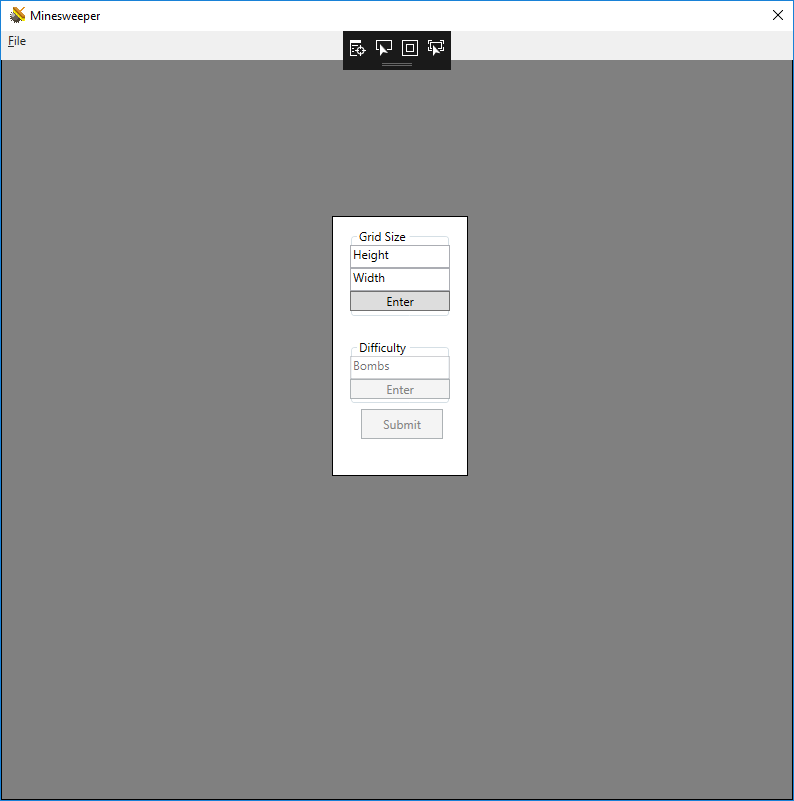
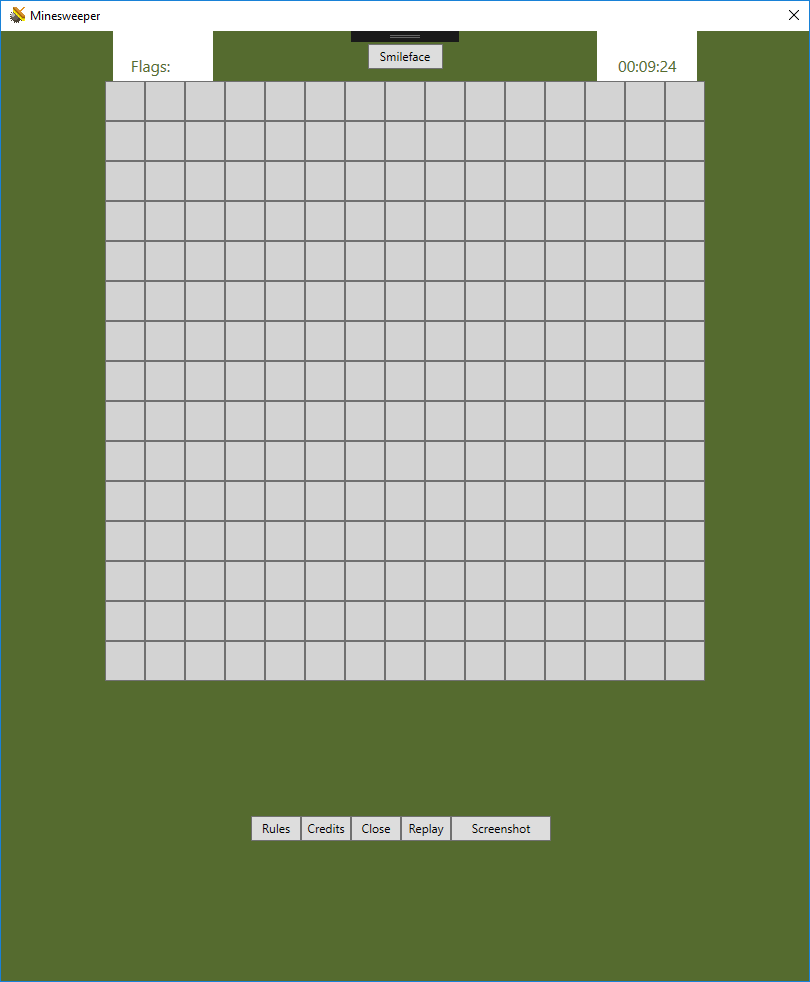
## Assumptions and Dependencies

None.

# External Interface Requirements

## User Interfaces

all clickable buttons will be grey with the default border

* all fonts will be Arial
* buttons “disabled” will be yellow
* mines have an image of a mine
* flagged buttons have an image of a flag
* Game Options user input form: includes number of columns across, rows down and number of mines
* Status Bar: includes the number of flags placed, the timer and the smiley face to check the board (ending the game)
* Game board Grid: includes the mine field with a button on each space. Reveals number of mines touching the space, the flag, if user flags it or the mine if applicable.
* Menu Bar: includes a button to see the rules, the credits, ability to Close the game, Replay the game or take a screenshot of the current board status.

## Hardware Interfaces

None.

## Software Interfaces

Operating system of Windows XP or greater.

## Communications Interfaces

None.

# System Use Cases

The overall use case diagram should be here.

The text description of each use case should follow.

## Use case name and identifier

1. **Unique Identifier**
2. **Objective** - What is the ultimate objective of the use-case. What is it trying to achieve? What was the source of the use-case requirement?
3. **Priority** – The overall priority of this use-case (Low, Medium, High)
4. **Source** – Who is the main source of this use case. Who cares most about this functionality? This should be the one person you would ask if there is a question about this use-case. (Make up a name and cite their: John Smith (End-user) here.)
5. **Actors** - Who is involved in the use-case? Which actors/stakeholders?
6. **Flow of Events** 
   1. **Basic Flow** - flow of events normally executed in the use-case
   2. **Alternative Flow(s)** - a secondary flow of events due to infrequent conditions
   3. **Exception Flow(s)** - Exceptions that may happen during the execution of the use case
7. **Includes** - other use case IDs that are referenced in steps in the flow of events.
8. **Preconditions** - Any condition that must be satisfied before the use case begins. If the condition is “User is logged in”, then the first step of the use case is NOT “User logs in”. They are already logged in if that is a pre-condition!
9. **Post conditions** - The conditions that will be satisfied after the use case successfully completes
10. **Notes/Issues** - Any relevant notes or issues that need to be resolved

## Withdraw money from ATM (U2)

1. **U2**
2. **Objective** – The customer is withdrawing money from the ATM and the system will debit the customer’s account.
3. **Priority** – High
4. **Source** – Carl Gnome (marketing)
5. **Actors** – Customer, central bank computer
6. **Flow of Events** 
   1. **Basic Flow**
      1. Customer chooses the checking option on the ATM
      2. Customer chooses the amount of money needed
      3. Customer confirms the choice
      4. System validates the amount
      5. System asks central bank computer to debit the customer’s account
      6. System issues money to the user
   2. **Alternative Flow 1** – At step 5.1.4 the amount is not a multiple of $20
      1. An error message is displayed telling the customer they must use multiple of $20.
      2. Return to step 5.1.2
   3. **Alternative Flow 2** – At any step the user presses “cancel”
      1. System returns to the main menu
   4. **Alternative Flow 3** - At step 5.1.5 bank computer returns a failed status, “insufficient funds”
      1. An error message is shown to the user
      2. Return to step 5.1.2
   5. **Exception Flow 1** –
      1. Database is locked due to backup in progress. System executes use case U5
7. **Includes**
   1. U5 – Exception occurs
8. **Preconditions** – User is logged in
9. **Post conditions** – Money has been returned to the user and their account balance has been updated.
10. **Notes/Issues** - None

## Deposit money into ATM (U3)

….

# Other Nonfunctional Requirements

## Performance Requirements

**In this section, just say “See section 7 requirements 23-27”. And I’ll assume those requirements are Performance related.**

## Safety Requirements

**In this section, just say “See section 7 requirements 25-32”. And I’ll assume those requirements are Safety related.**

## Security Requirements

**In this section, just say “See section 7 requirements 35-42”. And I’ll assume those requirements are Security related.**

## Software Quality Attributes

**In this section, just say “See section 7 requirements 55-62”. And I’ll assume those requirements are Software Quality related.**

# Other Requirements

None.

# System Requirements Chart

*< Include a* ***table*** *in this section with the following columns:*

***ID*** *– Unique requirement ID*

***Priority*** *– Priority of this requirement*

***Type*** *– Functional(F) or Non-functional(NF)*

***Source*** *– Who is most interested in this requirement (John Smith – Customer). For this project you can make it up, in reality you’ll want to capture this as you capture the requirements.*

***Contained in Use Case(s****) – Which use cases reference this requirement or which use cases when executed will perform this requirement. There may be a few functional requirements without a use-case and the non-functional requirements generally will NOT be part of a use-case (so put N/A).*

***Description*** *– The description of the requirement. “The system shall …. “*

*>*

These requirements should match up with your use case diagrams.