Software Requirements Document

# Introduction

This document will serve as a record of the software requirements for the Group 2 project for SWE 3313, Section W01, Spring semester 2020. All necessary requirements will be listed, described, and prioritized.

# Project Description

The application will feature a playable version of solitaire using the Baker’s Dozen rules. The game will consist of a deck of 52 playing cards (jokers removed) and a game board. The game board will consist of four Foundation areas where the user may place cards as well as a Tableau area consisting of thirteen card piles. The game will only allow the user to make moves that are within the parameters of the game. The game will also have simple and clear graphical elements.

Game features will allow the deck to be shuffled and individual cards to be moved between the different card areas. Additional features such as a move counter, a timer, an undo move button, or a restart current game button may be added to the game as project scheduling allows. Other advanced features such as multiplayer or online leaderboards are outside of the scope of this project.

# Product Requirements

## Functional Requirements

## Graphical User Interface

## Cards

Each of the 52 cards in the deck shall be represented by an image. Each card image shall feature the card’s suit as well as its rank. Card ranks shall consist of numbers 2-10 as well as the ranks of Jack, Queen, King, and Ace.

## Game Board

The game board shall consist of two areas of play: the tableaus and the foundations

## Tableaus

The tableaus area shall consist of thirteen piles of cards. Seven piles will be placed along the top of the game board and six piles will be placed along the bottom of the game board.

Each pile in the tableau area shall begin the game with four cards, each face up. Four of the piles shall have a king as the bottom-most card. All other cards in each of the piles will be randomized (shuffled).

## Foundations

The foundations area shall consist of four landing areas for piles of cards. The foundations shall begin the game empty. The four landing areas shall be arranged vertically on the right side of the board

## Game Rules

## Nonfunctional Requirements