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Table of contents

[Table of contents 2](#_Toc35170834)

[1 Introduction 3](#_Toc35170835)

[1.1 PURPOSE 3](#_Toc35170836)

[1.2 INTENDED AUDIENCE 3](#_Toc35170837)

[1.3 PROJECT SCOPE 3](#_Toc35170838)

[1.4 REFERENCES 3](#_Toc35170839)

[2 OVERALL DESCRIPTION 4](#_Toc35170840)

[2.1 PRODUCT PERSPECTIVE 4](#_Toc35170841)

[2.2 OPERATING ENVIRONMENT 4](#_Toc35170842)

[3 EXTERNAL INTERFACE REQUIREMENTS 5](#_Toc35170843)

[3.1 USERS INTERFACES 5](#_Toc35170844)

[3.2 HARDWARE INTERFACE 5](#_Toc35170845)

[4 NONFUNCTIONAL REQUIREMENTS 6](#_Toc35170846)

[4.1 PERFORMANCE REQUIREMENTS 6](#_Toc35170847)

[4.2 SECURITY REQUIREMENTS 6](#_Toc35170848)

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1. Introduction
   1. PURPOSE

The purpose of this document is to build an easy dice rolling application that may come in hand while not dice available.

* 1. INTENDED AUDIENCE

This project is just a prototype and it is meant for a school project only. This has been implemented under the guidance of the lecturer. The prototype might come handy while not having a dice available.

* 1. PROJECT SCOPE

The purpose of the project is to create an easy dice rolling game application that has a secure registration and login function, which are implemented with Google Firebase.

* 1. REFERENCES

<https://firebase.google.com/?hl=fi>

1. OVERALL DESCRIPTION
   1. PRODUCT PERSPECTIVE

An easy to use dice rolling application. Has the following features:

* Register  
  Registers your account in Google Firebase for future usage
* Login  
  Checks that you are authorized to use the app from Google Firebase
* Roll  
  Makes a random value between 1-6
* Display  
  Displays the roll result
  1. OPERATING ENVIRONMENT

Operating environment is as listed below:

* Android
* Google Firebase
* C# / Unity

1. EXTERNAL INTERFACE REQUIREMENTS
   1. USERS INTERFACES

* Front-end software: Unity / C#
* Back-end software: Google FireBase / C#
  1. HARDWARE INTERFACE
* Android

1. NONFUNCTIONAL REQUIREMENTS
   1. PERFORMANCE REQUIREMENTS

The steps involved to perform the implementation of the dice rolling application were as listed below:

1. Implementing Google Firebase authorization. Coding was performed with C# programming language.
2. Building the user interface. The building was done with Unity software.
3. Implementing the dice roll to the interface, with C#.
4. Making sure that the application works with older android versions.
   1. SECURITY REQUIREMENTS

The application is protected with Google Firebase authorization. It has a username and password as a login requirement. It checks that the user ID and the password matches and if they match it let’s you proceed to the program.