**Chess Application**

Requirements Document

Revision 0.1

February 13, 2017

Team members: Charles Howard

# Revision History

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| --- | --- | --- |
| Revision | Date | Summary of changes |
| 0.1 | February 13, 2017 | Initial version of document |

# Executive Summary

This document contains the functional and the nonfunctional requirements that are expected to be met by my final goal, which is 5/12/2017.

**Project Team**

As established, I, Charles Howard, am working alone.

# Functional Requirements

Functional requirements describe what our product must be able to do. Each functional requirement has an identifier, a description, a prioritization and a milestone designator. The prioritizations include

MUST Be a functional game of chess, with all the rules, mechanics, and graphics required

SHOULD Have a rudimentary AI player, capable of winning a game.

COULD Have multiplayer over the internet.

WON’T Contain a tutorial on how to play chess.

Status is

* Pending approval
* Not approved
* Approved/not started
* Approved/in progress
* Approved/pending acceptance
* Approved/accepted

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | Requirement | Priority | Milestone | Status |
| 1 | Basic chess functionality | MUST | 1 | Approved/in progress |
| 2 | User interface/graphics | MUST | 1 | Approved/not started |
| 3 | Local multiplayer | MUST | 1 | Approved/not started |
| 4 | Internet multiplayer | COULD | 2 | Approved/not started |
| 5 | AI player | SHOULD | 3 | Approved/not started |