Software Requirements Specification

For <Subsystem or Feature>

Version <0.1>

Revision History

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Software Requirements Specification

# Introduction

This file captures the complete software requirements for the system, or a portion of the system. This artifact consists of a package containing use cases of the use-case model and applicable Supplementary Specifications and other supporting information.

## Purpose

This file fully describes the external behavior of the monopoly. It also describes nonfunctional requirements, design constraints, and other factors necessary to provide a complete and comprehensive description of the requirements for the software.

## Scope

Some one can use this Civil\_War to get funny, our system oriented to all people in the world.

## Definitions, Acronyms, and Abbreviations

## References

none

## Overview

Our Civil\_War game system can run in windows and linux platform., and need some running memory.

# Overall Description

## Use-Case Model Survey

See testcast table Text.

## Assumptions and Dependencies

none

# Specific Requirements

## Use-Case Reports

See testcase specification Text.

1. Start game: Observer start play game.

2. Move: Observer click the dice to make movement.

3. Use propcard: Observer use propcard to make different effects.

4. Trigger events in a square: Game system trigger events according to the square.

5. Save game: Observer save game progress.

## Supplementary Requirements

# Supporting Information