Magus Tools

Feature Requirement List

1. General requirements

* REQ\_0001 : The application starts up properly when the program is executed.
* REQ\_0002 : The application exits when the close button is pressed in the window controls.
* REQ\_0003 : The content of the window stay prefectly rendered in case it is relocated on the screen.
* REQ\_0004 : The main window can not be resized.
* REQ\_0005 : Minimizing and maximizing the main window works.

2. Menu requirements

* REQ\_1001 : The application exits when the "Quit" menu item is chosen from the menu.
* REQ\_1002 : The "Open" menu item pops up an open dialog menu.
* REQ\_1003 : Through the "Open" menu item's open dialog menu only one file can be selected at a time.
* REQ\_1004 : The chosen file from the "Open" menu item's open dialog is not loaded if the file is not a valid character file. Status line is updated with "Invalid character file." text and the data fields are not changed.
* REQ\_1005 : The chosen file from the "Open" menu item's open dialog is loaded if a valid character file is chosen. Status line is updated with the files path and filename with extension.
* REQ\_1006 : When a character file is opened and the current data has not been saved a confirmation window appears. If no is pressed the opening of the new character file is cancelled.
* REQ\_1007 : When a character file is opened and the current data has not been saved a confirmation window appears. If yes is pressed the chosen character file is loaded and the old data is discarded.
* REQ\_1008 : New character menu item loads the default values for all user editable fields and changes calculated fields accordingly.
* REQ\_1009 : Save menu item in Files menu opens a save dialog if the file does not have an already saved version.
* REQ\_1010 : Save menu item in Files menu saves all character data to the file created earlier with a Save/Save As.
* REQ\_1011 : Save as item in Files menu opens a Save Dialog irrespectively of previous saves. It changes the current save file path/name.
* REQ\_1012 : Language setting changes when Change language menu item is choosen.

3. Main form, basic information

* REQ\_2001 : Value for Age can not be less than 16.
* REQ\_2002 : Value for Age can not be more than 30.
* REQ\_2003 : Only numbers can be entered as a value for Age.
* REQ\_2004 : Value for Level can not be less than 1.
* REQ\_2005 : Value for Level can not be more than 20.
* REQ\_2006 : Only numbers can be entered as a value for Level.
* REQ\_2007 : Field Distributable CCP is uneditable.
* REQ\_2008 : Field Realms is uneditable.
* REQ\_2009 : Field Mana is uneditable.
* REQ\_2010 : Field ManaperLevel is uneditable.
* REQ\_2011 : Field Psy is uneditable.
* REQ\_2012 : Field PsyperLevel is uneditable.
* REQ\_2013 : Field AME is uneditable.
* REQ\_2014 : Field MME is uneditable.
* REQ\_2015 : Maximum length for Name is 40.

4. Main form, Primary Attributes tab

* REQ\_3001 : Value for Strength can not be less than 3.
* REQ\_3002 : Value for Strength can not be higher than 20.
* REQ\_3003 : Value for Strength can only be numerical.
* REQ\_3004 : Value for Speed can not be less than 3.
* REQ\_3005 : Value for Speed can not be higher than 20.
* REQ\_3006 : Value for Speed can only be numerical.
* REQ\_3007 : Value for Agility can not be less than 3.
* REQ\_3008 : Value for Agility can not be higher than 20.
* REQ\_3009 : Value for Agility can only be numerical.
* REQ\_3010 : Value for Endurance can not be less than 3.
* REQ\_3011 : Value for Endurance can not be higher than 20.
* REQ\_3012 : Value for Endurance can only be numerical.
* REQ\_3013 : Value for Health can not be less than 3.
* REQ\_3014 : Value for Health can not be higher than 20.
* REQ\_3015 : Value for Health can only be numerical.
* REQ\_3016 : Value for Charisma can not be less than 3.
* REQ\_3017 : Value for Charisma can not be higher than 20.
* REQ\_3018 : Value for Charisma can only be numerical.
* REQ\_3019 : Value for Intelligence can not be less than 3.
* REQ\_3020 : Value for Intelligence can not be higher than 20.
* REQ\_3021 : Value for Intelligence can only be numerical.
* REQ\_3022 : Value for Willpower can not be less than 3.
* REQ\_3023 : Value for Willpower can not be higher than 20.
* REQ\_3024 : Value for Willpower can only be numerical.
* REQ\_3025 : Value for Astral can not be less than 3.
* REQ\_3026 : Value for Astral can not be higher than 20.
* REQ\_3027 : Value for Astral can only be numerical.
* REQ\_3028 : Value for Perception can not be less than 3.
* REQ\_3029 : Value for Perception can not be higher than 20.
* REQ\_3030 : Value for Perception can only be numerical.
* REQ\_3031 : Strength's value above 10 is added to actual Attack value.
* REQ\_3032 : DamageBonus is calculated according to the Strength value (adds Strength-16 if positive)
* REQ\_3033 : Agility's value above 10 is added to actual Initiative, Attack and Defense values.
* REQ\_3034 : Speed's value above 10 is added to actual Initiative, Attack and Defense values.
* REQ\_3035 : Endurance's value above 10 is added to the actual Pain Resistance value.
* REQ\_3036 : Health's value above 10 is added to the actual Health Point value.
* REQ\_3037 : Charisma's value does not affect any other values.
* REQ\_3038 : Intelligence's value above 10 is added to the actual mana point value if class is Bard.
* REQ\_3039 : Intelligence's value above 10 is added to the actual Psy point value.
* REQ\_3040 : Willpower's value above 10 is added to Pain Resistance and MMR values.
* REQ\_3041 : Astral's value above 10 is added to AMR value.
* REQ\_3042 : Perception's value does not affect any other values.

5. Main form, Secondary Attributes tab

* REQ\_4001 : Initiative's value can not be less than 0.
* REQ\_4002 : Attack's value can not be less than 0.
* REQ\_4003 : Defense's value can not be less than 0.
* REQ\_4004 : Aim's value can not be less than 0.
* REQ\_4005 : CM/Level's value can not be less than 0.
* REQ\_4006 : HP's value can not be less than 0.
* REQ\_4007 : PR's value can not be less than 0.
* REQ\_4008 : PR/Level's value can not be less than 0.
* REQ\_4009 : KP's value can not be less than 0.
* REQ\_4010 : KP/Level's value can not be less than 0.
* REQ\_4011 : Initiative's value is added to actual initiative's value.
* REQ\_4012 : Attack's value is added to actual attack's value.
* REQ\_4013 : Defense's value is added to actual defense's value.
* REQ\_4014 : Aim's value is added to actual aim's value.
* REQ\_4015 : HP's value is added to actual HP's value.
* REQ\_4016 : PR's value is added to actual PR's value.
* REQ\_4017 : PR/Level's value times Level is added to the PR value.
* REQ\_4018 : KP's value is added to the actual KP value.
* REQ\_4019 : KP/Level's value times Level is added to the actual KP value.

6. Main form, Skills tab

* REQ\_5001 : Upon starting the application, the Available Skills field is populated with all the skills defined in the database XML file.
* REQ\_5002 : Pressing the UP arrow button on Available Skills collapses all items in tree view.
* REQ\_5003 : Pressing the DOWN arrow button on Available Skills expands all items in tree view.
* REQ\_5004 : Pressing the RIGHT arrow button on Available Skills expands first level items in tree view and closes all others.
* REQ\_5005 : A skill can be dragged and dropped from the Available Skills window to the Selected skills window.