# Assignment #2 – Multi-Player BlackJack

Software Requirements Specification

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Revision History

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# Purpose

This document outlines the requirements for the multi-player blackjack game.

## Scope

This document will catalog the user and system requirements for the multi-player blackjack game. It will not, however, document how these requirements will be implemented.

## Definitions, Acronyms, Abbreviations

* + 1. Blackjack – A winning hand; where someone is dealt 2 cards, an ace (card value of 11) and a card with a value of 10 to hit a winning score of 21. The game gets its namesake from this winning hand.
    2. House – A term referring to the company running the game. The casino in most cases.

## References

Use Case Specification Document – Step 2 in assignment description

UML Use Case Diagrams Document – Step 3 in assignment description

Class Diagrams – Step 5 in assignment description

Sequence Diagrams – Step 6 in assignment description

## Overview

The multi-player blackjack game will be designed to allow many users to play blackjack together on a game server. Users will be able to login through a client application to connect to the server.

# Overall Description

## Product Perspective

The multi-player blackjack game is a game designed for anyone that wants to play blackjack with other real players online. The game supports multiple people playing together, or one person playing against the house. This is a java based project, in order to allow the widest compatibility with user computers.

## Product Architecture

The system will be organized into 2 major modules: the Server module and the Client module.

Note: System architecture should follow standard OO design practices.

## Product Functionality/Features

The high-level features of the system are as follows (see section 3 of this document for more detailed requirements that address these features):

## Constraints

* + 1. Since each game of blackjack will be limited to 5 players, multiple games will run at the same time.
    2. Since we cannot add new users to a game in progress, new users will be added to new games.
    3. Since players can leave (or disconnect) anytime they want, for any hand that they have bet on but not completed, that money will be forfeited to the house.

## Assumptions and Dependencies

* + 1. It is assumed that each game of blackjack will only be using one deck and said deck will get shuffled between each game.
    2. It is assumed that the game will be played according to the basic rules of blackjack. Extras like blackjack insurance will not be necessary.
    3. It is assumed that users will only be able to be logged into one client at a time.
    4. It is assumed that users will only be playing in one game at a time.
    5. It is assumed users will need to leave a game to add funds to their accounts.

# Specific Requirements

## Functional Requirements

### Common Requirements:

* + - * 1. Users should have login credentials to connect to server from client.
      1. Users should be allowed to play together in groups of max size 5.
      2. Users should be able to add and withdraw funds from their account.
      3. Users should not be able to cheat.
      4. Users cannot have more than one account.

### Server Module Requirements:SR9

* + - 1. The server should create multiple games to handle additional players after a game is in progress or full.
      2. Users should not be allowed to join games already in progress. Player total in each game will shrink until all players leave.
      3. Employee (dealer) accounts will not track a balance.
      4. Only one dealer will be permitted per table. A dealer will only work at one table.

### Client Module Requirements:

* + - 1. Users should be allowed to play together in groups of max size 5. The server should create multiple games to handle additional players.
      2. Users can only be logged into one client at a time.
      3. Users can only play in one match at a time.
      4. Users should be able to log out whenever.

## External Interface Requirements

Provide module specific requirements as appropriate. SR10

Example:

3.2.1 SR9 SR1 The system must provide an interface to the University billing system administered by the Bursar’s office so that students can be automatically billed for the courses in which they have enrolled. The interface is to be in a comma-separated text file containing the following fields: student id, course id, term id, action. Where “action” is whether the student has added or dropped the course. The file will be exported nightly and will contain new transactions only.

## Internal Interface Requirements

Provide module specific requirements as appropriate. SR10

Example:

3.3.1 SR17 The system must process a data-feed from the grading system such that student grades are stored along with the historical student course enrolments. Data feed will be in the form of a comma-separated interface file that is exported from the grading system nightly.

3.3.2 SR24 The system must process a data-feed from the University billing system that contains new student records. The feed will be in the form of a comma-separated text file and will be exported from the billing system nightly with new student records. The fields included in the file are student name, student id, and student pin number.

# Non-Functional Requirements

## Security and Privacy Requirements

* + 1. The sSR8 system must only allow individual users and the system administrators to view balance and login credentials.
    2. Users must create an account in order to use the system, with their account locked behind a username and password.
    3. Usernames and passwords will follow basic security protocols: usernames cannot be passwords as well, passwords must include both letters and numbers

## Environmental Requirements

* + 1. The sSR8 system will require that a Java Runtime Environment (JRE) compatible with Java 17 be installed on the user’s computer.
    2. The system must be developed using Java 17.

## Performance Requirements

* + 1. System must update game with low latency. The game should play at the same speed it would as if it were in person. The dealer will be controlled by employees (instead of AI) in order to facilitate said game speed.