
Dumb Dino, Inc.

**Cuadrado
Supplementary Specifications**

Version <1.0>

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upedu ex srs	

Revision History

Date	Version	Description	Author
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Supplementary Specifications

1. Introduction

1.1 Purpose

The purpose of this document is to describe the non-functional requirements for a game of Cuadrado executable that will be used by the software developing team.

The intended audience of this document includes the prospective developers of the tool and the technical savvy people interested in the development of the game.

1.2 Scope

The software executable (game) to be produced is a two player game called Cuadrado which will help alleviate the boredom of people looking for a fun and quick activity, such as during parties, outings, and even backyard barbecues. Cuadrado is a game that can be enjoyed by everyone.

Cuadrado will be light and portable and run on most UNIX devices so that everyone can have the opportunity to test out the game. The objective that the app aims to fulfill is entertainment which depends on the user's desire to play the game. The players take turns to compete against each other to see who can get the fastest time to win the game. Professionals can also use the app to compete against each other for small prize pools in tournaments of the game.

1.3 Definitions, Acronyms, and Abbreviations

UNIX: Uniplexed Information Computing System

1.4 References

[Square Off | Board Game | BoardGameGeek](#)

1.5 Overview

This document will guide the reader through requirements that must be met by the software that are not related to software requirements, but rather requirements not directly related to specific functionalities. These are related to usability, reliability, performance, supportability, and implementation

2. Assumptions and Dependencies

The user must be able to run the game on any UNIX system and the user system must support python applets

3. Usability

3.1 Access a Game in Progress

Users must be able to access the game in progress without prior knowledge or registration of the game

4. Reliability

4.1 Bugs

Bugs should be minor inconveniences; should not completely disrupt the game. Once the bug has been determined the operator should be able to implement a fix relatively fast.

5. Performance

5.1 Two Players on One Device

The system should be able to support two users playing each other on the system. Users should be able to

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play matches through one device, which means the game will have to swiftly handle many quick inputs.

6. Supportability

6.1 New Updates and Server Downtime

The operator (developers) must be able to improve the game by adding new abilities or different games. Operators must be able to take the game offline for updates and/or to fix bugs in the game. No modifications of the main system should be required

7. Implementation

7.1 Support Python Applet, UNIX Systems

Users must be able to download the game that supports a python applet. The game should be able to run on any UNIX operating system.

7.2 Operator Abilities

Operator abilities should not be able to be accessed through regular users.