

Requirements and Specifications

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Abstract—This document contains the specifications of CS 205 Software Engineering’s final project, an implementation of Rat-a-tat Cat. These standards and requirements will be followed by all team members. The following terms and descriptions must be clear to all members so that the system is a cohesive and comprehensible system.

shall perform operations in a timely manner and no operation will take more than 10 seconds

Gantt A bar graph used to visualize a project schedule

Glow To glow is to surround an object with a faint highlight that indicates that the User may interact with this object.

State The System’s internal state is kept using a Stack of strings that indicate the current and next state of the System, this collection is referred to as the State and can be pushed, popped, and peeked.

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I. TERMS AND DEFINITIONS

Must If a specification uses the word **Must**, then all team members are required to follow this requirement. E.g. *The System **must** handle all possible URLs and direct the user’s to an appropriate page.*

Shall If a specification uses the word **Shall**, then the System must respond to the specification in the detailed way. E.g. *The system*

II. INTRODUCTION

Phelans awesome introduction goes here

III. INTRODUCTION

IV. SCOPE AND PURPOSE

A. Scope

What is the scope of our project

B. Purpose

This is where the purpose of our project goes

V. FUNCTIONAL REQUIREMENTS

A. Coding Standards

B. Architecture and Structure

C. Database Design

VI. NON-FUNCTIONAL REQUIREMENTS

A. User Interface

pretty pictures and descriptions galore

B. Game Play

This is where the storyboarding stuff goes

C. Character Design and Concept Art

D. Timeline and Delivery

This is where timeline and due dates go as well as what has to go into each part

VII. TEST CASES

VIII. SUMMARY

Overall summary