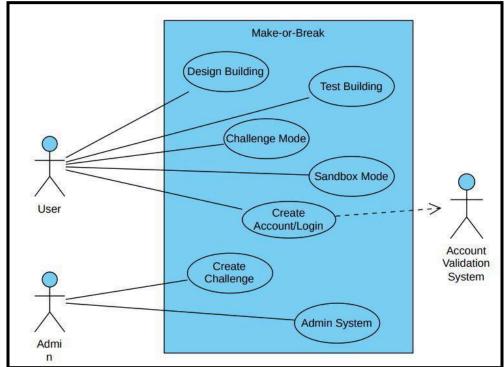
Development Project Summary: Make-or-Break

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The document outlines various functional, performance, dependability, security, maintainability, usability, legal, and cultural requirements for the Make-or-Break game application.

Fig 1. Use Case Diagram



Features like building development, real-time physics simulation, challenge mode, sandbox mode, and the ability to observe campaign challenges are among the functional requirements.

Performance requirements outline standards for visible frame rate, supporting several players at once and preserving physics computations across frame rates.

Dependable: Requirements address dependability, availability, robustness, and safety-critical features to ensure crash incidence levels, online server availability, local play functionality, and photosensitive warnings.

Security requirements focus on access control, system integrity, privacy, and resistance to harmful software

Sustainability and Reliability Updates for the game, bug reporting, cross-platform compatibility, a supported player base, and the longevity of game support are among the requirements.

The requirements prioritize humanity and Usability, including Ease of use, customization, accessibility, learning, comprehensibility, civility, and user documentation.

Examine, and Sensitize Requirements to specify preferred looks and styles for the game.

Functional Requirements (Example)

ID#F-1: View Campaign Challenges

Description: Provide a progression-based view for a set of designed challenges with incremental difficulty.

Rationale: The user should be able to experience the game without relying on other players for content.

Fit Criterion: The progression-based view should display a series of challenges with increasing difficulty levels, clearly indicating the completion status of each challenge and providing a way for the user to navigate through them.

Acceptance Tests: 1 (Levels) F-2

ID#F-2: View Online Published Challenges

Description: Provide a list of descriptions and previews for challenges uploaded by players.

Rationale: This feature allows users to access a variety of user-generated content, increasing the replay value and community engagement of the game.

Fit Criterion: The list of online published challenges should include concise descriptions and previews of each challenge, allowing users to make informed decisions about which challenges to play.

Acceptance Tests: 1 (Levels) F-1