

Tarkov progression tracker URS

Functional requirements

FR-01 - have a task tracker that keep up with the progress of the user

FR-02 - have an item tracker with items that the player needs and will need for quest and hideout upgrades

FR-03 - give the user recommendations for quest and items to focus on if the player clicks the button for it

FR-04 - users must be able to make an account

FR-06 - show what items the user won't need anymore and where to sell it

FR-07 - give the user info on what ammo is "good" to use

FR-08 - give the user info for gunsmith tasks

FR-09 - give the user gun builds they can make for different price ranges

FR-10 - admin can easily add new information/custom quest paths`

Non-functional requirements

NFR-01- security for login data and user info

NFR-02 - user friendly interface clear buttons to navigate between screens

use cases

Use Case 01: Track Task Progress

FR ID: FR-01

Description: Allows the user to track their tasks progress in Tarkov.

Actors: User

Preconditions: User is logged in.

Trigger: user

Main success:

1. User navigates to the task tracker.
2. User selects a task they are working on.
3. User marks objectives as completed.
4. System updates quest progress.
5. User can see completed/incomplete tasks.

extensions:

2b. User tries to mark an objective but loses connection.

1. System detects the loss of connection.
2. System notifies the user of the issue.
3. User retries marking the objective upon reconnection.
4. System syncs the update once the connection is restored.

4a. User wants to undo a completed objective.

1. User selects the completed objective.
2. System prompts for confirmation.

Use Case 02.1: Track Required Items

FR ID: FR-02

Description: Tracks items needed for tasks and hideout upgrades.

Actors: User

Preconditions: User is logged in.

Main success:

1. User navigates to the item tracker.
2. System displays items required for active quests and hideout upgrades.
3. User marks collected items.
4. System updates the list and removes collected items.

Extensions:

2a. User does not have any active quests or upgrades requiring items.

1. System displays a message stating no items are required.
2. System suggests possible upcoming quests that may require items.
3. User is given the option to track items for future use.

4a. User marks an item as collected by mistake.

1. User selects the item they mistakenly marked.
2. System prompts for confirmation before undoing.
3. Item is restored to the required list if confirmed.

Use Case 02.2: remove items upon “use”

Description: remove items from list when the user completes an upgrade or quest.

Actor: user

Preconditions: the user is logged in and has the requirements for a quest or upgrade that needs items.

Main success:

1. User navigates to the quest or hideout tracker
2. The system shows what quest or upgrade can be completed.
3. The user clicks what quest or upgrade they have turned in/completed
4. The system removes the items that were needed for the quest or upgrade from the list of items

Use Case 03: Get Recommendations for Tasks & Items

FR ID: FR-03

Description: Suggests quests or items to prioritize.

Actors: User

Preconditions: User is logged in and tracking tasks/items.

Main success:

1. User navigates to the recommendation section.
2. System analyzes the user's current progress.
3. System suggests high-priority quests and/or important items.

Extensions:

3a. User has completed all available quests.

1. System notifies the user that no new quests are available.
2. System suggests exploring other objectives such as hideout upgrades.

3b. User prefers a specific quest type.

1. System allows filtering recommendations by quest type.
2. User selects a category (e.g., combat, scavenger, barter).
3. System prioritizes quests based on user preference.

Use Case 04: Create an Account

FR ID: FR-04

Description: Allows users to register an account.

Actors: User

Preconditions: None

Main success:

1. User clicks "Sign Up."
2. User enters username, email, and password.
3. System validates inputs.
4. System creates the account and logs in the user.

Extensions:

4a. User enters an already registered email.

1. System notifies the user of the duplicate email.
2. System suggests resetting the password instead.

4b. User enters an invalid password format.

1. System displays password requirements.
2. User adjusts their input accordingly.

Use Case 05: Login to Account

FR ID: FR-04

Description: Allows users to log in to their account.

Actors: User

Preconditions: User has an existing account.

Main success:

1. User enters login credentials.
2. System validates credentials.
3. System grants access to the user.

Extensions:

5a. User enters incorrect login credentials.

1. System notifies the user of invalid credentials.
2. System offers a password reset option.

5b. User forgets their password.

1. System provides a password recovery option.
2. User can prove its there account by answering security questions

Use Case 06: Show Unneeded Items & Where to Sell

FR ID: FR-06

Description: Displays surplus items and the best place to sell them.

Actors: User

Preconditions: User has tracked items in their inventory.

Main success:

1. User navigates to the "Unneeded Items" section.
2. System displays items no longer required.
3. System suggests the best vendor or flea market price.

Extensions:

6a. User has no unneeded items.

1. System displays a message stating no surplus items.
2. System suggests potential high-value items to sell.

6b. User prefers a specific vendor for selling.

1. System allows filtering recommendations by vendor.
2. User selects a preferred vendor (e.g., Therapist, Fence, Mechanic).

Use Case 07: Display Recommended Ammo

FR ID: FR-07

Description: Shows recommended ammo for different scenarios.

Actors: User

Preconditions: User is logged in.

Main success:

1. User navigates to the ammo guide.
2. System displays a list of effective ammo types for different calibers.
3. User selects a caliber to see details.

Use Case 08: Guide for Gunsmith Tasks

FR ID: FR-08

Description: Provides step-by-step information on Gunsmith quests.

Actors: User

Preconditions: User is logged in.

Main success:

1. User selects a Gunsmith quest.
2. System displays required weapon parts and instructions.
3. User follows the guide to modify their weapon.

Use Case 09: Get Gun Builds for Different Price Ranges

FR ID: FR-09

Description: Shows weapon builds based on budget.

Actors: User

Preconditions: User is logged in.

Main success:

1. User selects a weapon they want to build.
2. System displays builds for budget, mid-tier, and high-end options.
3. User picks a build and sees required parts.

Use Case 10: Admin Adds New Content

FR ID: FR-10

Description: Allows admins to add new quest paths and information.

Actors: Admin

Preconditions: Admin is logged in.

Main success:

1. Admin navigates to the content management panel.
2. Admin selects "Add New Quest" or "Edit Quest Paths."
3. Admin enters quest details.
4. System updates the database and reflects changes for users.