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# Software Requirements Specification

for

## Mario

Version <2.0>

Prepared by

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## Revisions

Version	Primary Author(s)	Description of Version	Date Completed
1.0	Five Stars	Proposal for Mario Game Application that described on its objectives, scope and expected outcome.	1 <sup>st</sup> October 2014
2.0	Five Stars	Proposal for Mario Game Application that described on its objectives, scope, expected outcome and project planning.	8 <sup>th</sup> October 2014
1.0	Five Stars	Software Requirement Specification (SRS) for Mario Game Application that described on the introduction of game application, overall description process, specification requirement either functional or non-functional and other requirements that use in this application.	12 <sup>nd</sup> November 2014

# 1 Introduction

This document provides a complete example of a Software Requirements Specification (SRS) document for a small game application (namely Mario) that is meant to improve the popularity and quality of current version of Mario. In the following sections, we specify the purpose of this document, the scope of the end-product, list of abbreviation, its intended audience and all sources used in the production of this document.

## 1.1 Document Purpose

The product whose software requirements are specified in this document is a small game application (namely Mario) that is meant to improve the popularity and quality of traditional version of Mario. The purpose of this document is to specify and establish the functional and non-functional requirements associated with the Mario game version 2.0. Mario game version 2.0 SRS will provide information for any other documents to be developed for this project in the future. Moreover, it will also provide information for the future software verification and testing by specifying the behaviour requirements of the game in the form of a Use Case Diagram, Class Diagram, Sequence Diagram and State Machines.

## 1.2 Product Scope

Mario game is a computer based application which is intended to provide different version of Mario game that suitable for everyone regardless of age. Mario game consists of three levels. It allows player to choose a character and name the chosen character before the game is started. Then, player will continue with the level game which is same as the traditional Mario game. Once the player completed the level game, the application will give another task for player before the player can proceed to the next level.

Mario game application will be the game that can improve the popularity and quality of traditional version of Mario game. Furthermore, Mario game will provide some educational purpose to the player. In addition, this Mario game is also suitable for everyone regardless of age. On the other hand, Mario game can also save valuable childhood memory.

## 1.3 Intended Audience and Document Overview

The SRS document is the result of interview between the game application architect and the client and represents the mutual agreement between these two parties to bind a contract. Therefore, this SRS document should be carefully read and approved by the client, the development team and the Quality Assurance (QA) team. Section 2 of this document provides an overall description of the product by specifying product perspective, high level functionality of the product and other general product related requirements. Section 3 describes the specific requirements of the software including: External Interfaces, Functional Requirements and Behavioural Requirements in the form of use case diagram, class diagram, sequence diagram and state diagram. This section will be the most interest to the project architects, developers and the QA team. Section 4 describes the non-functional requirements of the product and focuses on the different software attributes such as performance, security, safety, usability and reliability.

## 1.4 Definitions, Acronyms and Abbreviations

Word	Definition
Character Naming System	Function of the game which allow player to name the character that has been selected.
Software Requirements Specification	A document that completely describes all of the functions of a proposed system and the constraints under which it must operate. For example, this document.

Table 1.0: Definitions

Term	Description
GUI	Graphical User Interface
IEEE	Institute of Electrical and Electronics Engineers
QA	Quality Assurance
SRS	System Requirements Specification
UI	User Interface

Table 2.0: Abbreviations

## 1.5 Document Conventions

### 1.5.1 Formatting Conventions

Several formatting conventions have been followed throughout the entire document:

1. All text contained in this document is 11pt Arial font.
2. Section titles are 18pt Arial font, bold.
3. Subsection titles are 14pt Arial font, bold.
4. Any further subsection breakdown is 12pt Arial font, bold.
5. All sections and subsection are numbered using the X.X.X...format, where X represents numbers.

### 1.5.2 Naming Conventions

The naming conventions are the means of making the SRS more understandable and easier to follow. They are also used to build a structure for the whole game application. The conventions are used for variables, function names, packages, etc.

The following naming conventions have been used to define the different variables in this SRS document:

1. All constants are CAPITALIZED.
2. All variables representing input are prefixed with i\_.
3. All variables representing output are prefixed with o\_.

## **1.6 References and Acknowledgments**

The following standards has been applied:

J-STD-016-1995      IEEE/EIA Standard for Information Technology, Software Lifecycle Processes, Software Development, Acquirer-Supplier Agreement

IEEE-STD-P1063      IEEE Standard for Software User Documentation

The following document has been referred:

Morpheus Page (2014). SRS Example – Mini Thermostat.



## 2 Overall Description

### 2.1 Product Perspective

The proposed game is Mario game. The game is designed and based from the original 'Super Mario' game. It provides different version of Mario game for game player. Before player starts his or her journey in the game, he or she has to select his or her favorite character and name it. During the journey in the game, player can move forward, jump, collects coins, and shoots the enemies.

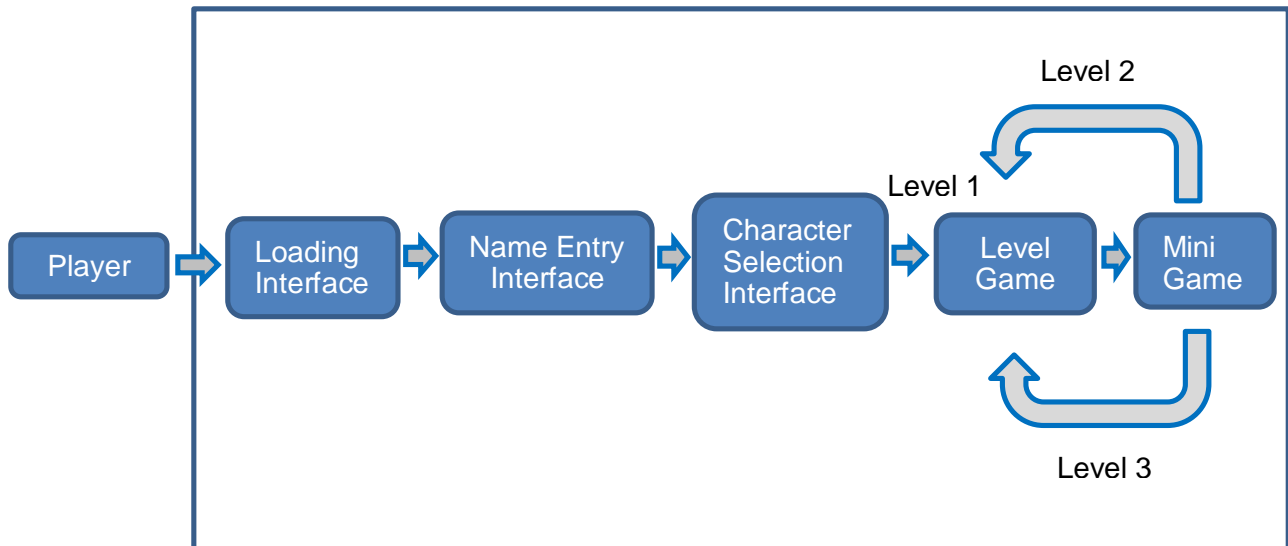


Diagram 1.0: Mario Game Flow

### 2.2 Product Functionality

Mario game provides the following functions:

- Character naming, means player can name the character chosen at the beginning of the game.
- Allows player to choose his or her favourite character. For example, player can choose either Mario or Luigi before enter the level one journey game.
- Allows player to move around in the 2-D environment. For example, the character that has been chosen can move forward, move backward and jump.
- Allows player to shoot enemies.
- Provides player with the game music.
- Displays coins collected by the player for the level.
- Displays fireballs (bullets) collected by the player for the level.

## 2.3 Users and Characteristics

No	Name	Role	Area of Expertise
1.	Mdm Nurfaeza Binti Jali	Coordinator	<ul style="list-style-type: none"> <li>Checking whole game.</li> </ul>
2.	Mdm Nurfaeza Binti Jali	Lecturer	<ul style="list-style-type: none"> <li>Checking whole game.</li> </ul>
3.	Jadecrystal Tang Ming Mei	Project Manager	<ul style="list-style-type: none"> <li>Monitoring the project and ensuring consistent reporting, risk analysis, timeline and cost control.</li> </ul>
4.	Nuratiqha Binti Abd Razak	Planning Manager	<ul style="list-style-type: none"> <li>Managing the whole workflow for the project.</li> </ul>
5.	Tan Sheu Yeu	Development Manager	<ul style="list-style-type: none"> <li>Leading the team in producing the high-level design, implementing the product and producing the product's user documentation.</li> </ul>
6.	Lee Fui Yee	Quality and Process Manager	<ul style="list-style-type: none"> <li>Monitoring and advising the game performance.</li> <li>Ensuring customer requirements and expectations have been accurately that organizations are meeting customer expectations.</li> </ul>
7.	Vernon Chien	Support Manager	<ul style="list-style-type: none"> <li>Leading the team in determining its support needs in obtaining needed tools and facilities.</li> </ul>
8.	Players	Players	<ul style="list-style-type: none"> <li>Following instructions to play the game.</li> </ul>

Table 3.0: Users and Characteristics

## 2.4 Operating Environment

Mario game can be played in any operating system since it is not platform dependence. It is an offline game. Hence, no internet connection is needed for player to play the game. The game can be installed at any time and at any places as long as there is computer which with Java compiler installed. The game can only be played by a player at a time.

## **2.5 Design and Implementation Constraints**

Mario is written in Java. Its user interface is written with Java programming language, so anyone who wishes to further develop the project has to have adequate knowledge in this programming language. Multilingual support is not available in this game.

## **2.6 User Documentation**

At the present time no user documentation is available for this product. This document should serve as the basis for all user documentation to follow. Each step in the development of the product shall be documented and a detailed user manual shall be compiled during the development process.

## **2.7 Assumptions and Dependencies**

The following is a list of assumed factors that could significantly affect the requirements stated in this document.

- The minimum hardware must be in place.
- A working Java Runtime Environment is necessary.

## 3 Specific Requirements

### 3.1 External Interface Requirements

#### 3.1.1 User Interfaces

The user interface shall consist of six main GUI screens. The three interfaces are:

1. Loading Screen – UI01
2. Name Entry Screen – UI02
3. Instruction Screen – UI03
4. Character Selection Screen – UI04
5. Game Over and Replay Screen – UI05
6. Win Game Screen – UI06

##### 3.1.1.1 Loading Screen – UI01

The Loading Screen shall serve as the main UI for the game.

UI01 Screen shall display the following things:

- Loading message: “LOADING...”

Player has to wait until loading is finished and the screen then will switch to Name Entry Screen – UI02.

An example screenshot of UI01 is provided in Figure 1:



Figure 1: Mario game sample UI01

### 3.1.1.2 Name Entry Screen – UI02

The player should be able to enter the name for the character chosen.

UI02 shall display the following things:

- The welcoming message: “Welcome to Mario”.
- The prompting message: “Enter your name.”.

UI02 shall have the following list of textbox and button in its interface:

- Name textbox: shall allow the player to input i\_Name.
- “OK” button: shall allow the Name Entry screen – UI02 switch to Character Selection screen – UI04.
- “How to play” button: shall allow the Name Entry Screen – UI02 switch to Instruction screen – UI03.

An example screenshot of UI02 is provided in Figure 2:



Figure 2: Mario game sample UI02

### 3.1.1.3 Instruction Screen – UI03

The player should be able to choose the action after they had finished read the instruction.

UI03 shall display the following things:

- The title: “How to play?”.
- The instruction: “Move left”, “Move right”, “Jump”, “Fire”.

UI03 shall have the following list of textbox and button in its interface:

- “Back” button: shall allow the Instruction screen – UI03 switch to Name Entry screen – UI02.

An example screenshot of UI03 is provided in Figure 3:



Figure 3: Mario game sample UI03

### 3.1.1.4 Character Selection Screen – UI04

The player should be able to choose their favourite character.

UI04 shall display the following things:

- The welcoming message with name given: “Welcome XXX,”, where XXX is the name given in UI02.
- The prompting message: “Please choose one character”.

UI03 shall have the following buttons in its user interface:

- Character 1 button: shall allow the player to choose character 1 (Mario).
- Character 2 button: shall allow the player to choose character 2 (Luigi).

An example screenshot of UI03 is provided in Figure 3:



Figure 4: Mario game sample UI04

### 3.1.1.5 Game Over and Replay Screen

The player should be able to choose the action when the game is over.

UI05 shall displays the following things:

- Game over message.
- The prompting message: "Do you want to replay?"

UI04 shall have the following buttons in its user interface:

- "Yes" button: Shall allow user to replay the game.
- "No" button: Shall allow user end and exit the game.

An example of screenshot of UI05 is provided in Figure 5:

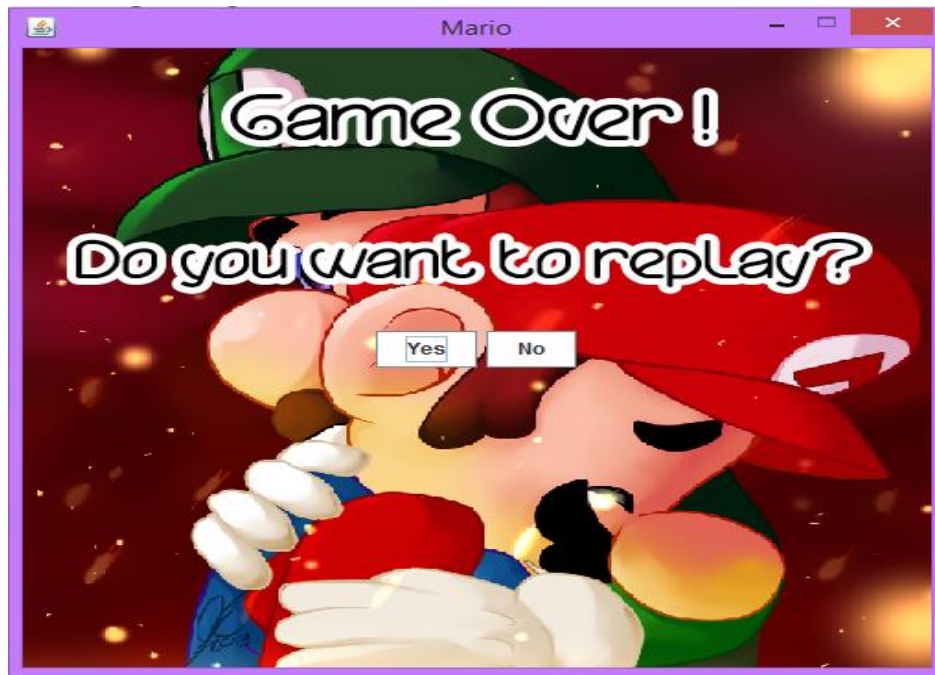


Figure 5: Mario Game Sample UI05

#### 3.1.1.6 Win Game Interface

The player should be able to choose the action when he or she win the whole game.

UI06 shall displays the following things:

- Win whole game message: "Congratulation, You have finish all the levels".
- The prompting message: "Do you want to replay?"

UI06 shall have the following buttons in its user interface:

- "Yes" button: Shall allow player to replay the game.
- "No" button: Shall allow player end and exit the game.

An example of screenshot of UI06 is provided in Figure 6:





Figure 6: Mario Game Sample UI06

### 3.1.2 Hardware Interfaces

Mario game runs on any computer hardware meeting the following criteria:

- Includes a mouse
- Includes a keyboard

### 3.1.3 Software Interfaces

Mario game integrates some external software to provide functionality.

Client: Mario game interfaces with the user computer and expect that it have java environment installed.

### 3.1.4 Communications Interfaces

Mario game is not a web application, so no communications functions and communication standards are required by the game.

## **3.2 Functional Requirements**

### **3.2.1 Character Naming**

- Players shall be able to name the character after finish loading.
- When “OK” button is pressed, current Character Naming screen shall be switched to next screen which is Character Selection screen.

### **3.2.2 Character Selection**

- Players shall be given the option in selecting the character, they can either choose Mario or Luigi.
- When character is selected, current Character Selection screen shall be switched to next screen which is the screen where the level 1 of the game starts.

### **3.2.3 Move Around**

- Players shall be able to move forward when forward key on keyboard is pressed.
- Players shall be able to move backward when backward key on keyboard is pressed.
- Players shall be able to jump when up key on keyboard is pressed.

### **3.2.4 Shooting**

- Players shall be able to shoot the enemies in Mario game when space bar on the keyboard is pressed.

### **3.2.5 Game Music**

- Music shall be played once the players open Mario game.

### **3.2.6 Recording**

- Coins collected by the player shall be recorded and displayed on the top of the windows.
- Fireballs (bullets) collected by the player shall be recorder and displayed on the top of the windows.

### 3.3 Behaviour Requirements

#### 3.3.1 Use Case View

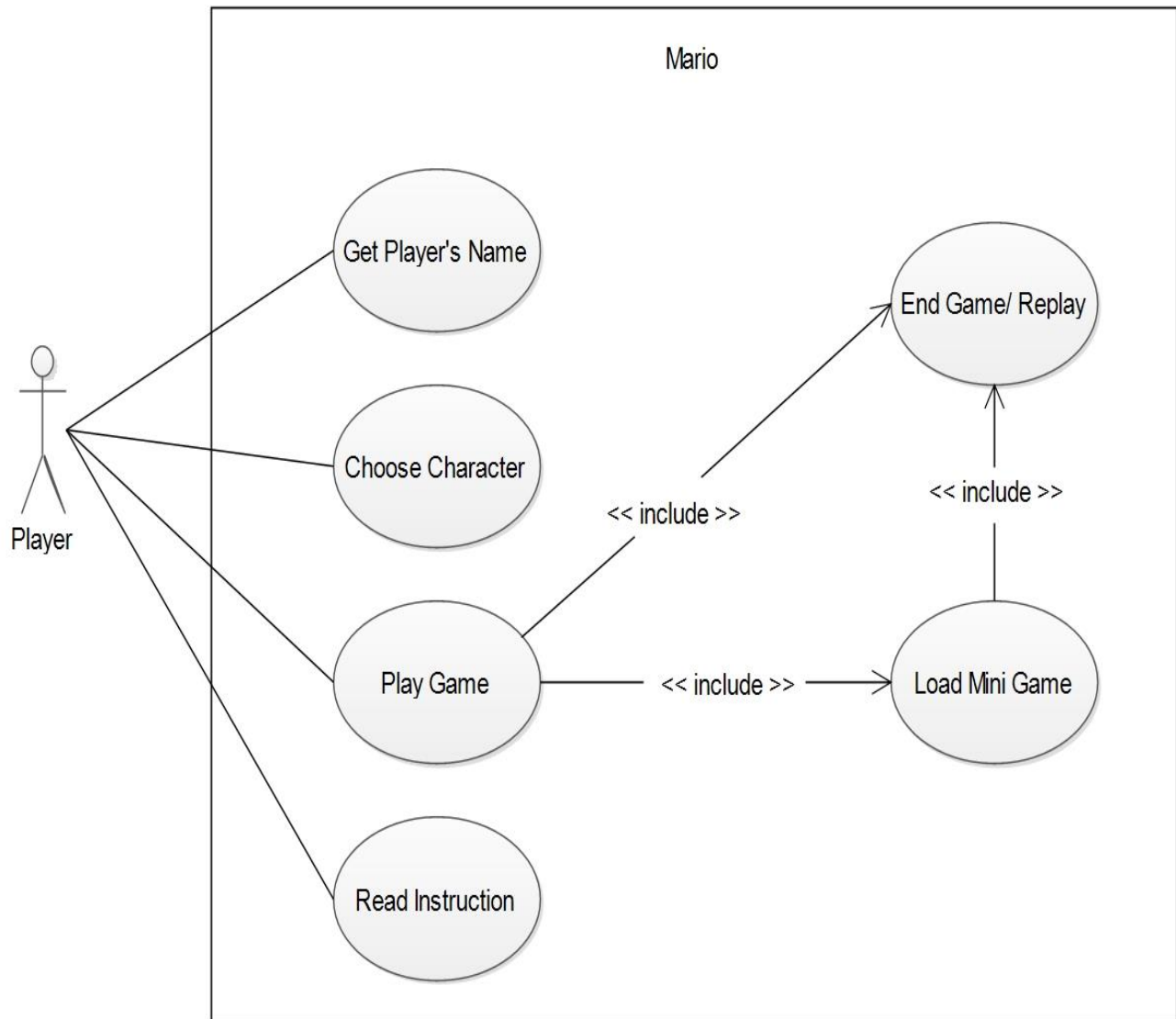


Diagram 2.0: Mario Game Use Case Diagram

Mario: Get player's name	
Actor	Player
Description	The game will provide an interface at every beginning whenever player wants to play the game. The game will prompt player to enter his or her name. After that, the game will continue after player clicks the OK button.
Data	Player's name
Stimulus	User command issued by player
Response	Continue the game
Comments	Player can only key in the name once, the name cannot be changed after the player clicks OK button.

Table 4.0: Use Case 1 Get player's name

Mario: Choose character	
Actor	Player
Description	The game will print out player's name and prompt player to choose the character. Player chooses the character by clicking one of the CHARACTER button. The game will continue after player clicks the CHARACTER button.
Data	Character
Stimulus	User command issued by player
Response	Continue the game with the chosen character
Comments	Player can only click one character. The chosen character will be used throughout the game.

Table 5.0: Use Case 2 Choose Character

Mario: Play game	
Actor	Player
Description	Player starts play the game. The Mario will jump after pressing the UP on the keyboard. Moreover, the Mario will move forward and backward by pressing the RIGHT and LEFT on the keyboard. A fireball will be fired each time when player presses SPACEBAR on the keyboard. Player has to collect fireballs to kill the enemies in the game and collect coins.
Data	Key event from keyboard Action event from mouse
Stimulus	User command issued by player
Response	The game end. The game exit.
Comments	The game will end before the players wins if the Mario is die.

Table 6.0: Use Case 3 Play Game

Mario: Load Mini Game	
Actor	Player
Description	Player starts play the mini game. The player will answer questions with educational purpose by pressing the character or number key on the keyboard. Player has to answer the questions within limited time frame.
Data	Key event from keyboard
Stimulus	User command issued by player
Response	Success: Enter next level game. Fail (with enough coins): Coins will be deducted. Fail (not enough coins): Game over.
Comments	Player can't finish answering the given questions within limited time frame is considered fail.

Table 7.0: Use Case 4 Mini Game

Mario: End Game / Replay	
Actor	Player
Description	The game will provide an interface whenever player fails to play the game, no matter it is level game or mini game. The game will prompt player to select the action to be taken. After that, the game will restart if player clicks the 'yes' button or it will end and exit if player clicks 'no' button.
Data	Action event from mouse
Stimulus	User command issued by player
Response	Yes: Replay the game. No: Exit the game.
Comments	Player can also click 'x' button to exit the game.

Table 8.0: Use Case 5 Game Over/ Replay

Mario: Read Instruction	
Actor	Player
Description	The game will provide an interface at every beginning whenever player wants to play the game. Instruction screen will be shown whenever player click "Instruction" button.
Data	Action event from mouse
Stimulus	User command issued by player
Response	Instruction of the game shown
Comments	This function is optional to player

Table 9.0: Use Case 6 Reading Instruction

### 3.3.2 Sequence Diagrams

#### 3.3.2.1 Naming Character

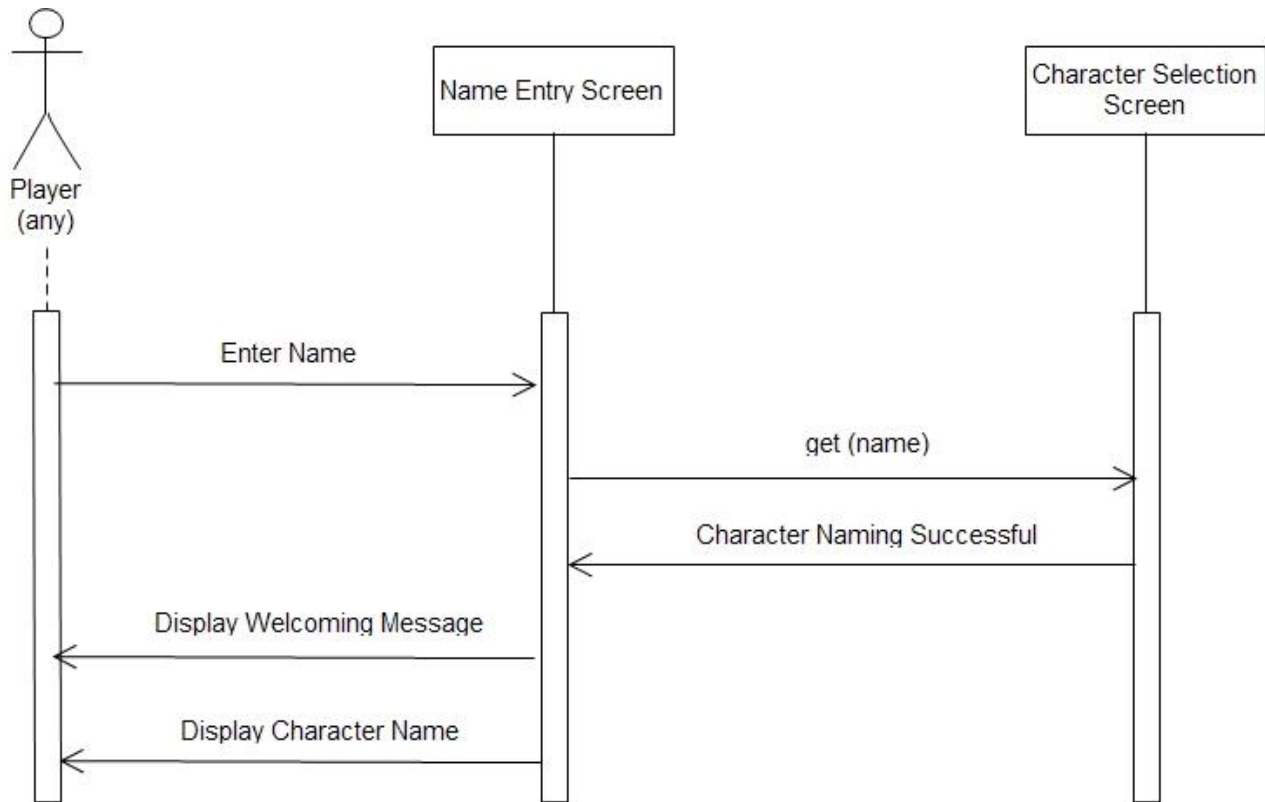


Diagram 3.0: Naming Character

#### Description:

1. Player enter the name for the character.
2. After the game application get the name, character naming is considered successful.
3. Character's name and welcoming message will be displayed on the screen.

### 3.3.2.2 Character Selection

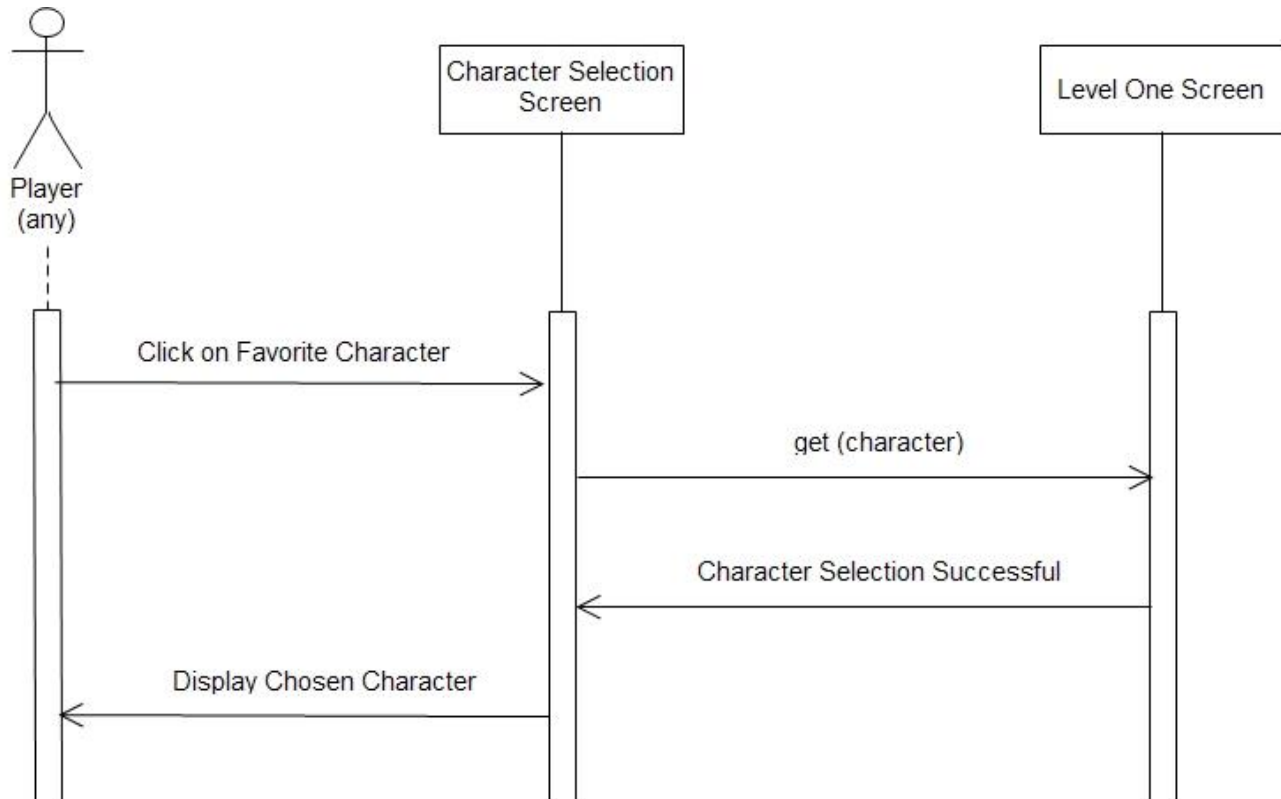


Diagram 4.0: Character Selection

#### Description:

1. Player clicks on favorite character, that is either Mario or Luigi.
2. After the game application get the selected character, character selection is considered successful.
3. Chosen character will be displayed throughout the game.



### 3.3.2.3 Reading Instruction

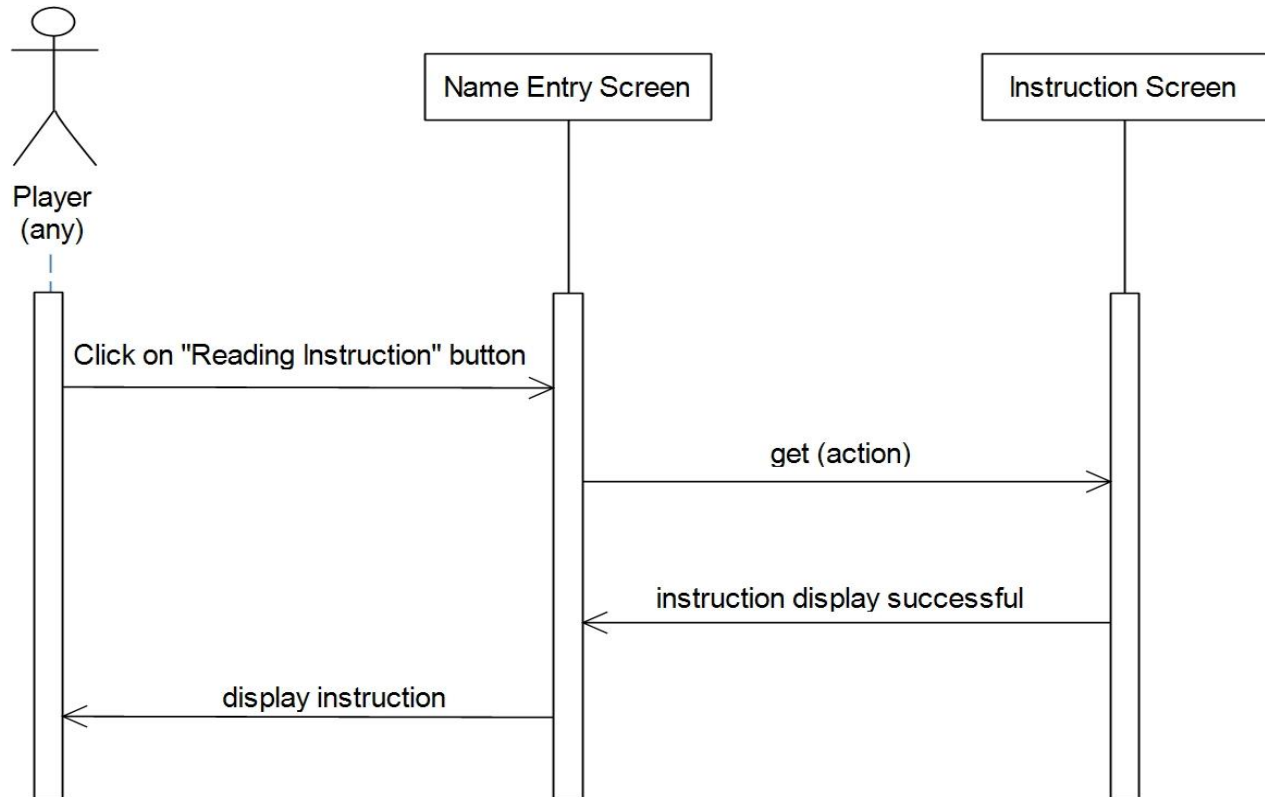


Diagram 5.0: Reading Instruction

Description:

1. Player clicks "Reading Instruction" button.
2. After the game application get the command, instruction display is considered successful.
3. Instruction will be displayed on the screen.

### 3.3.2.4 Success in Level Game and Mini Game

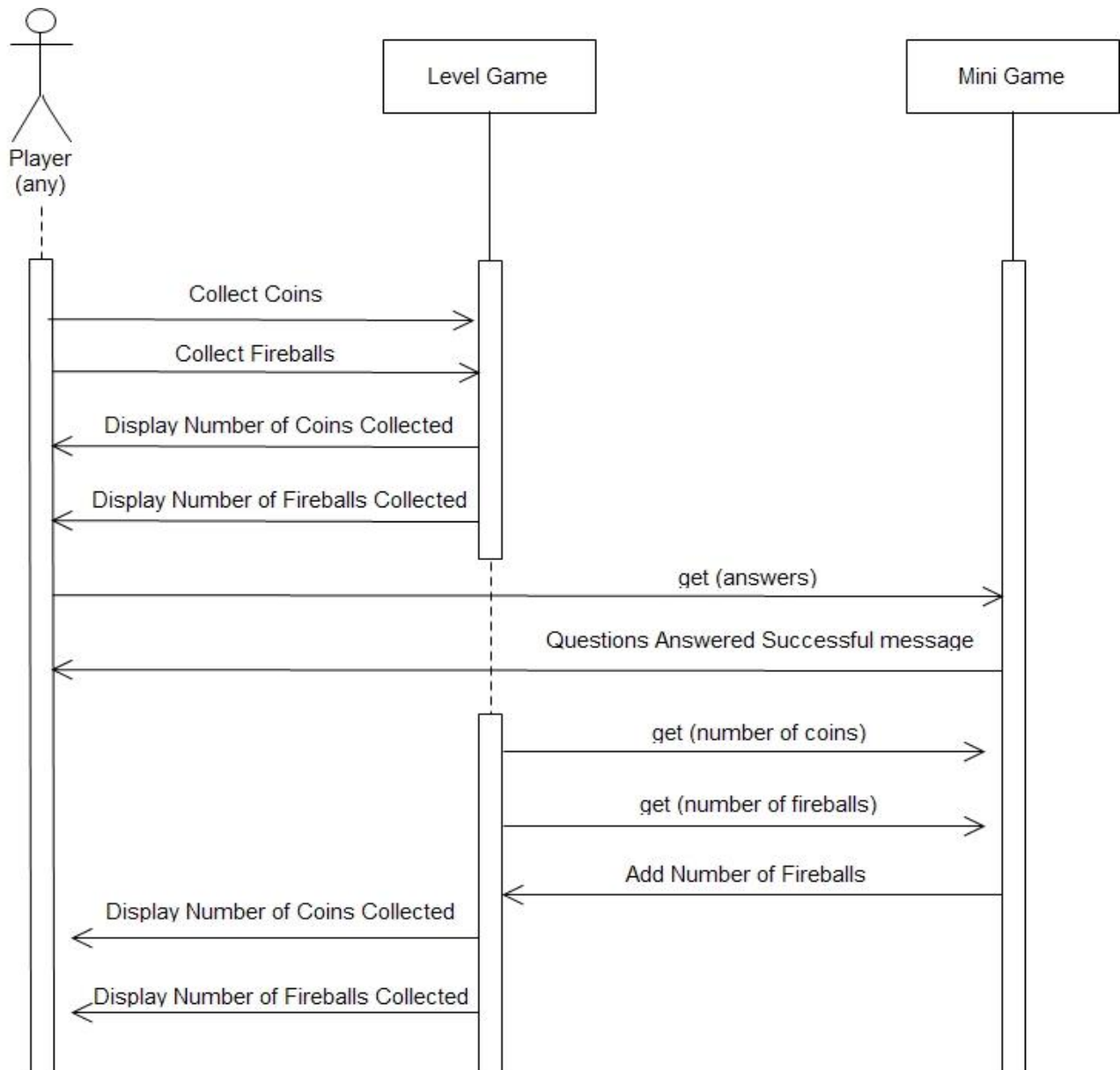


Diagram 6.0: Success in Level Game and Mini Game

Description:

1. Player collects coins and fireballs throughout the level game.
2. The game application displays the number of coins and fireballs collected by the player.

3. After player success in level game, player can continue playing the mini game.
4. Game application gets the answers for mini game from player.
5. Player gets at eight or more questions correct.
6. Success in mini game's message will be displayed.
7. Game application add five fireballs to the player's accumulated fireballs.
8. Number of coins and fireballs will be displayed in the next level game.

### 3.3.2.5 Success in Level Game and Fail in Mini Game (Enough Coins)

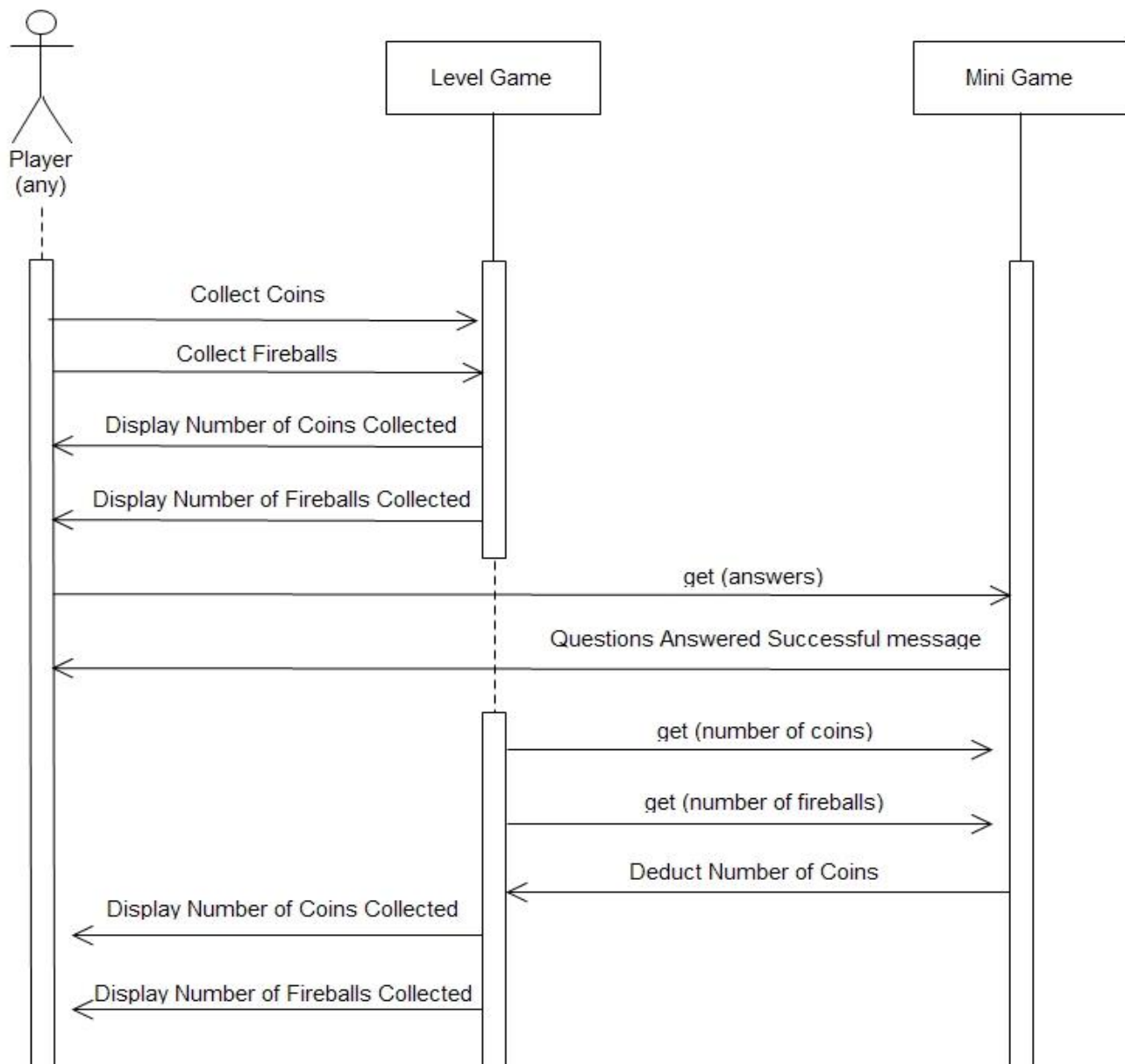


Diagram 7.0: Success in Level Game and Fail in Mini Game (Enough Coins)

Description:

1. Player collects coins and fireballs throughout the level game.
2. The game application displays the number of coins and fireballs collected by the player.
3. After player success in level game, player can continue playing the mini game.
4. Game application gets the answers for mini game from player.
5. Player gets less than eight questions correct.
6. Game application prompts player's decision whether he/ she want to continue the game or not, with the condition 20 coins will be deducted.
7. Player decides to continue the game.
8. Game application deduct 20 coins from the player's accumulated coins.
9. Number of coins and fireballs will be displayed in the next level game.

### 3.3.2.6 Success in Level Game and Fail in Mini Game (Not Enough Coins)

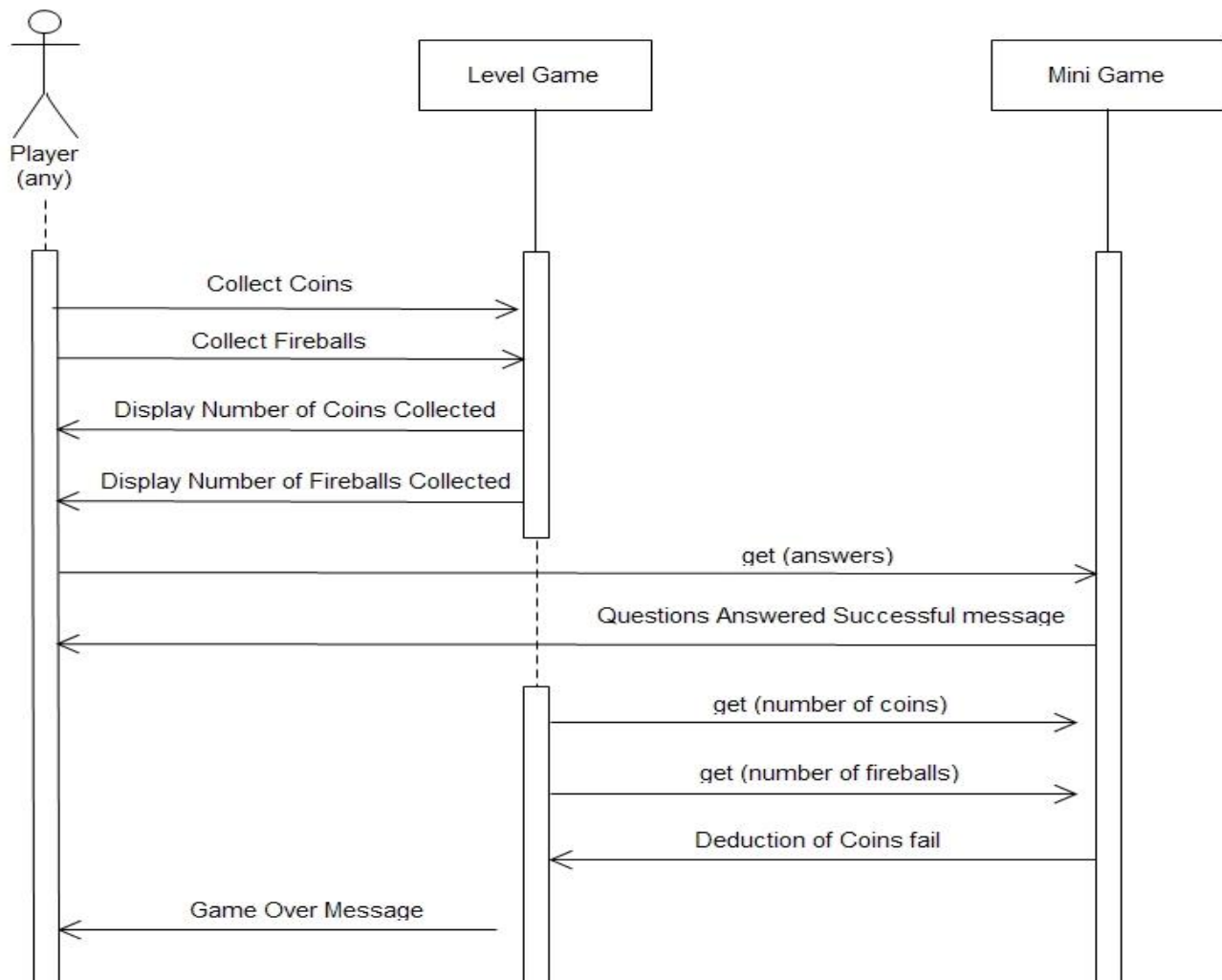


Diagram 8.0: Success in Level Game and Fail in Mini Game (Not Enough Coins)

Description:

1. Player collects coins and fireballs throughout the level game.
2. The game application displays the number of coins and fireballs collected by the player.
3. After player success in level game, player can continue playing the mini game.
4. Game application gets the answers for mini game from player.
5. Player gets less than eight questions correct.
6. Game application prompts player's decision whether he/ she want to continue the game or not, with the condition 20 coins will be deducted.
7. Player decides to continue the game.
8. Player does not have enough coins.
9. Game over message will be displayed on the screen.

### 3.3.2.7 Fail in Level Game (Have Life)

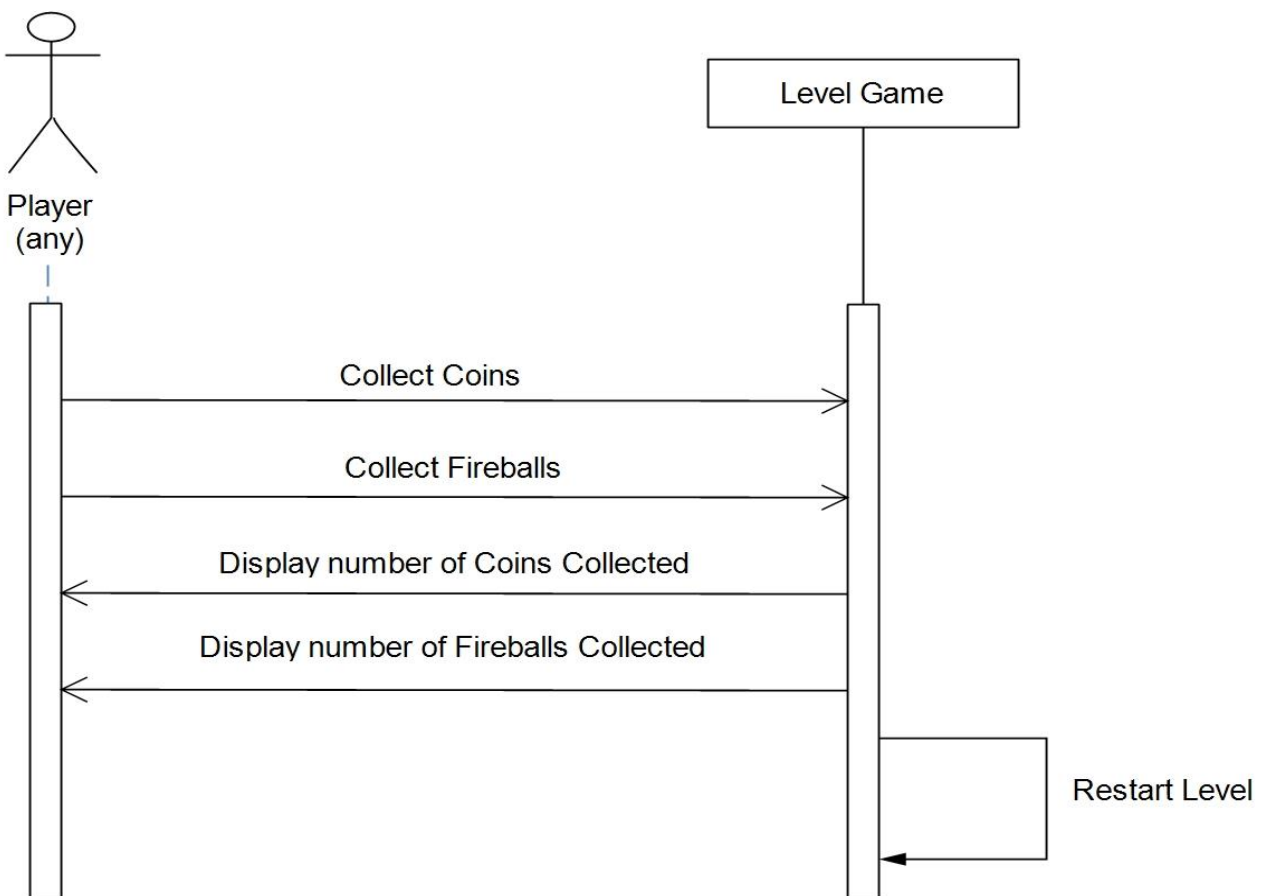


Diagram 9.0: Fail in Level Game (Have Life)

Description:

1. Player collects coins and fireballs throughout the level game.
2. The game application displays the number of coins and fireballs collected by the player.
3. After player fail in level game.
4. player still have life can restart the current level game.

### 3.3.2.8 Fail in Level Game (No Life)

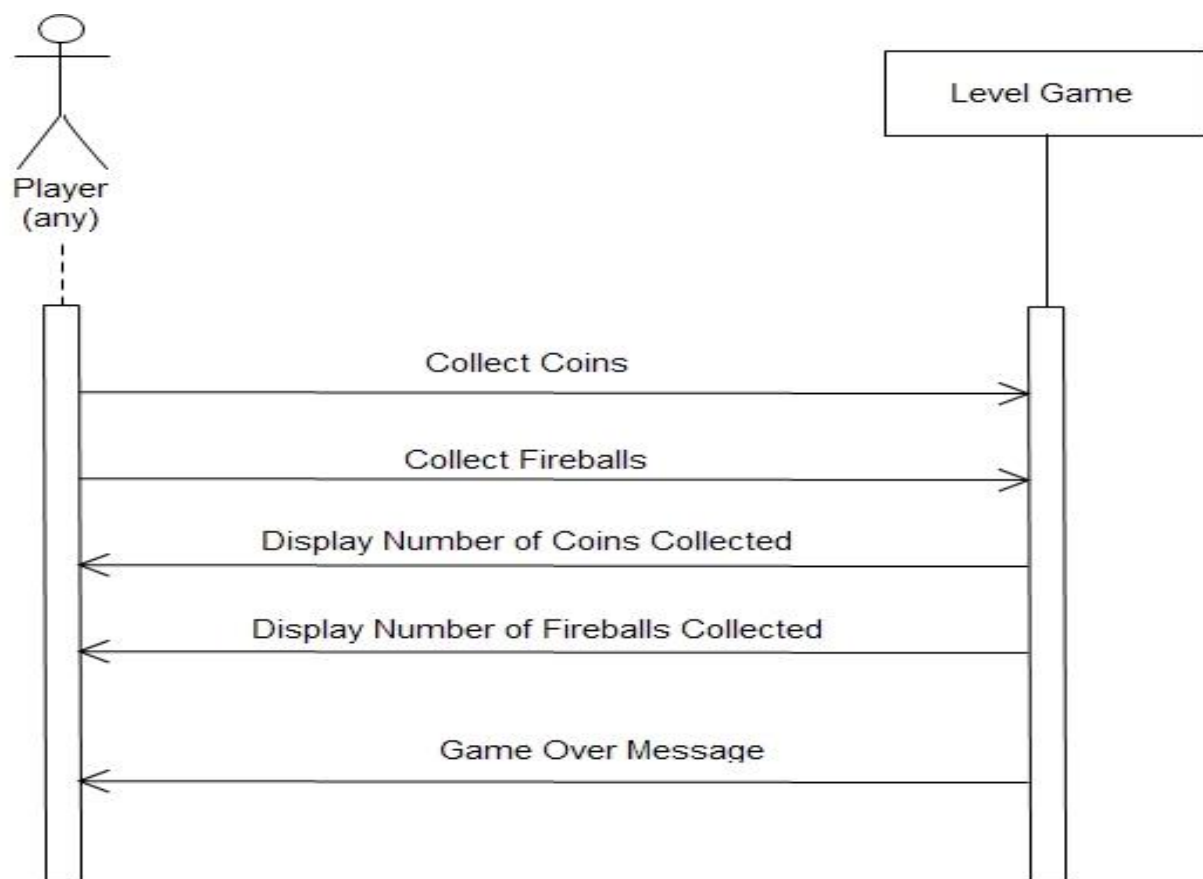


Diagram 10.0: Fail in Level Game (No Life)

Description:

1. Player collects coins and fireballs throughout the level game.
2. The game application displays the number of coins and fireballs collected by the player.
3. After player fail in level game.

4. Player don't have life anymore.
5. Game over message will be displayed on the screen.

### 3.3.3 State Diagram

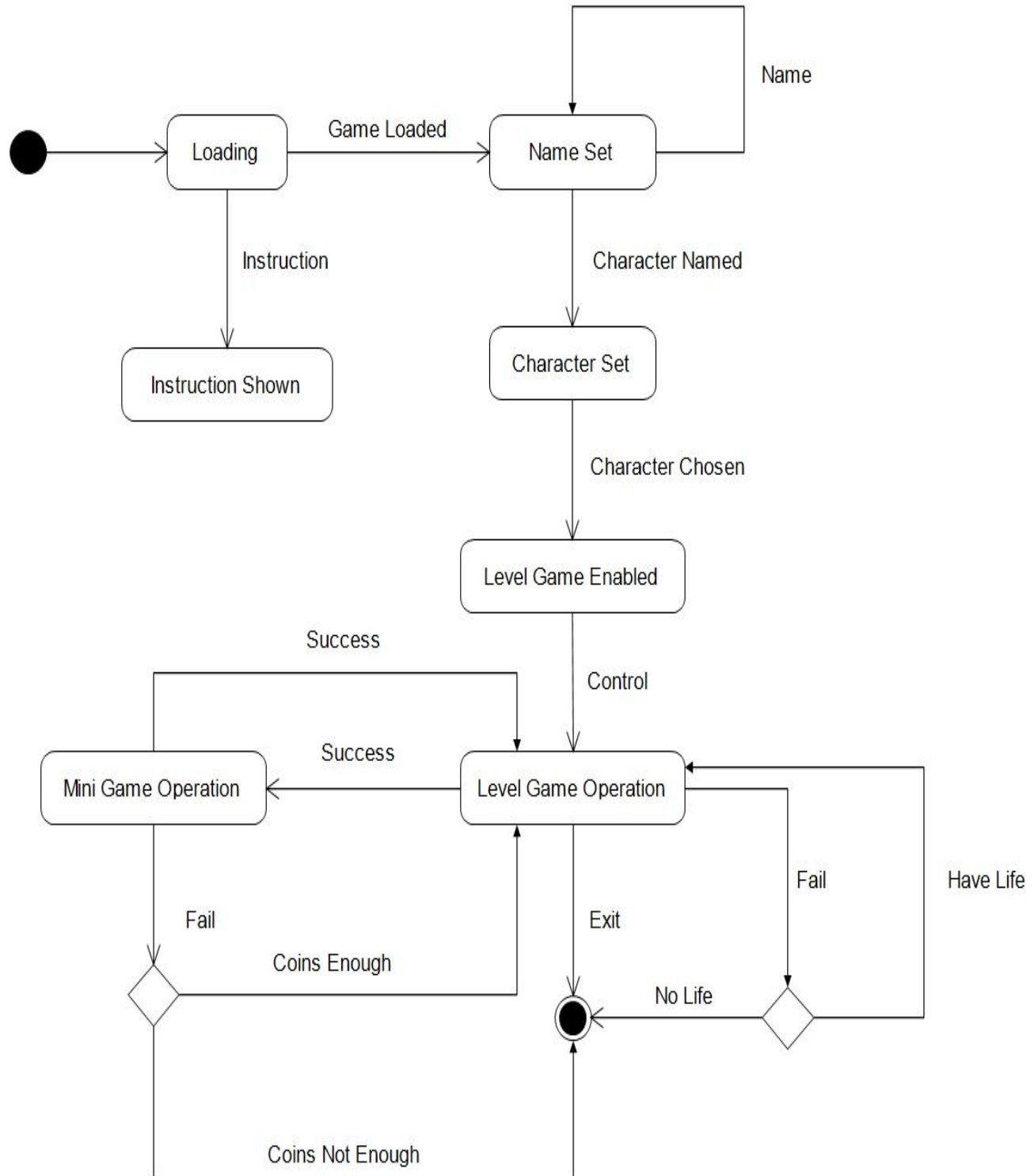


Diagram 11.0: Mario Game State Diagram

#### **3.3.4 Activity Diagram**



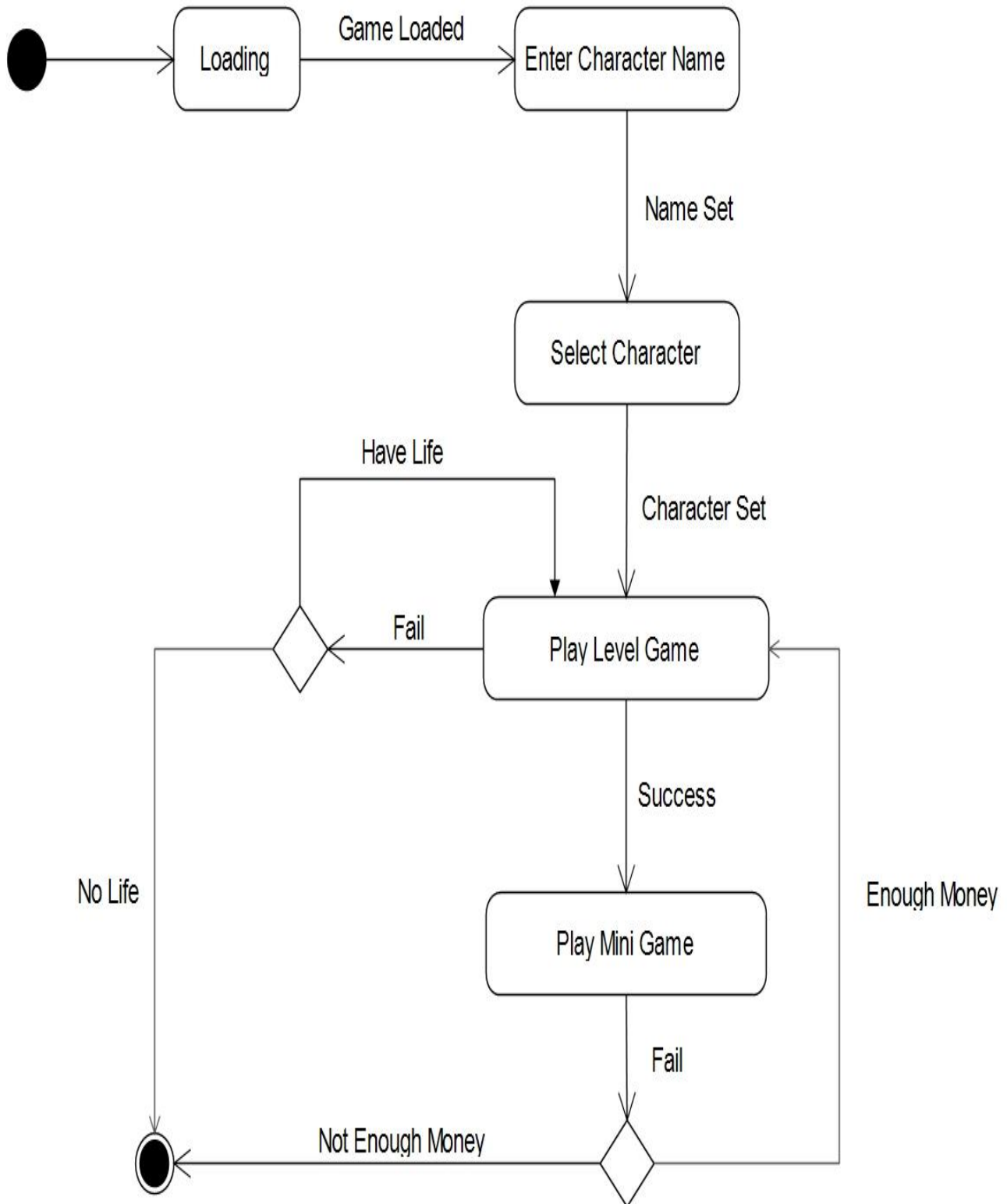


Diagram 12.0: Mario Game Activity Diagram

Description:

1. Game is loading.
2. After the game is loaded, player enters the name for the character.
3. After the character's name is set, player selects his/ her favorite character for the game.
4. After the chosen character is set, player starts playing level game.
5. Player success in level game continue playing mini game.
6. Player fail in level game but still have life will restart the level game.
7. Player fail in level game and don't have life anymore will end the game.
8. Player success in mini game continue playing next level game.
9. Player fail in mini game but still have enough coins to be deducted will be given options that is either continue playing next level game or end the game.
10. Player fail in mini game and don't have enough coins to be deducted will end the game.

## 4 Other Non-functional Requirements

### 4.1 Performance Requirements

Mario game consists of the following performance requirements:

- The loading time for Mario game will not take more than 10 seconds.
- The game shall respond to each player input within 3 seconds.
- Only single player gameplay is permitted.
- No internet connection is needed.
- The game must be able to run on all computer platform with java compiler installed.

### 4.2 Safety and Security Requirements

#### 4.2.1 Safety

There are no safety requirements as the game has only three levels and is safe for children who are susceptible to flashing lights which are absent.

#### 4.2.2 Security

- The game will not access any player data files or programs.
- The game will not alter or replace any system files.

### 4.3 Software Quality Attributes

#### 4.3.1 Usability

- A new player should be able to play a complete game of Mario in less than 10 minutes.
- A new player should commit less than one error in use of the game every ten minutes.
- A user who is familiar with the traditional Mario game be able to correctly operate the game without any written documentation.

#### 4.3.2 Portability

- The game is Java based and should be compatible to devices with Java implementations.

#### 4.3.3 Reliability

- Since the game is purely for recreation and involves no user data, so reliability is of low importance.

#### 4.3.4 Availability

- The game is Java based game which means it can be installed and played as long as the player has devices with Java implementations.
- The game is not a web application which means it is available to the player without internet connection.

## **5 Other Requirements**

There is no other requirements for Mario game.

## **Appendix A – Data Dictionary**

## Appendix B - Group Log

Date	Time	Activity	Attendance
8/ 9/ 2014 – 14/ 9/ 2014, Monday – Friday	-	<ul style="list-style-type: none"> <li>Group project has released.</li> <li>A group member has been formed. Total of 5-6 members.</li> </ul>	<ul style="list-style-type: none"> <li>Jadecrystal Tang Ming Mei</li> <li>Lee Fui Yee</li> <li>Nuratiqha Binti Abd Razak</li> <li>Tan Sheu Yeu</li> <li>Vernon Chien</li> </ul>
24/ 9/ 2014, Wednesday	(1400 – 1700)	<ul style="list-style-type: none"> <li>Assigned position of every member.</li> <li>Defined the project scope.</li> <li>Discussed about the project, identified the objectives and goals of the project.</li> </ul>	<ul style="list-style-type: none"> <li>Jadecrystal Tang Ming Mei</li> <li>Lee Fui Yee</li> <li>Nuratiqha Binti Abd Razak</li> <li>Tan Sheu Yeu</li> <li>Vernon Chien</li> </ul>
29/ 9/ 2014 – 3/ 10/ 2014, Monday – Friday	-	<ul style="list-style-type: none"> <li>Prepared the initial proposal.</li> <li>Presented the initial proposal.</li> <li>Initial proposal handed.</li> </ul>	<ul style="list-style-type: none"> <li>Jadecrystal Tang Ming Mei</li> <li>Lee Fui Yee</li> <li>Nuratiqha Binti Abd Razak</li> <li>Tan Sheu Yeu</li> <li>Vernon Chien</li> </ul>
6/ 10/ 2014, Monday	(1900 – 2230)	<ul style="list-style-type: none"> <li>Defined the target player.</li> <li>Planned project timeline.</li> <li>Distributed each task that need to be corrected before hand-in the edited copy of proposal.</li> </ul>	<ul style="list-style-type: none"> <li>Jadecrystal Tang Ming Mei</li> <li>Lee Fui Yee</li> <li>Nuratiqha Binti Abd Razak</li> <li>Tan Sheu Yeu</li> <li>Vernon Chien</li> </ul>
10/ 10/ 2014, Friday	(1430 – 1630)	<ul style="list-style-type: none"> <li>Final proposal handed.</li> </ul>	<ul style="list-style-type: none"> <li>Jadecrystal Tang Ming Mei</li> <li>Lee Fui Yee</li> <li>Nuratiqha Binti Abd Razak</li> <li>Tan Sheu Yeu</li> <li>Vernon Chien</li> </ul>
13/ 10/ 2014, Monday	(1300 – 1600)	<ul style="list-style-type: none"> <li>Discussion for the design of use case diagram, class diagram and sequence diagram of the game.</li> </ul>	<ul style="list-style-type: none"> <li>Jadecrystal Tang Ming Mei</li> <li>Lee Fui Yee</li> <li>Nuratiqha Binti Abd Razak</li> <li>Tan Sheu Yeu</li> <li>Vernon Chien</li> </ul>

20/ 10/ 2014	(1300 – 1600)	<ul style="list-style-type: none"> <li>• Use case diagram, class diagram and sequence diagram have improved.</li> <li>• Discussion for the design of activity diagram and project interfaces.</li> </ul>	<ul style="list-style-type: none"> <li>• JadeCrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
28/ 10/ 2014, Tuesday	(2000 – 0000)	<ul style="list-style-type: none"> <li>• Activity diagram and project interfaces have improved.</li> <li>• Task distributed for each member for the SRS documentation.</li> </ul>	<ul style="list-style-type: none"> <li>• JadeCrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
31/ 10/ 2014, Friday	(1630 – 1930)	<ul style="list-style-type: none"> <li>• A basic interfaces of the game are coded.</li> </ul>	<ul style="list-style-type: none"> <li>• JadeCrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
4/ 11/ 2014, Tuesday	(1300 – 1600)	<ul style="list-style-type: none"> <li>• First draft of the SRS documentation completed.</li> <li>• Discussed regarding the documentation and checked for any wrong in the documentation.</li> </ul>	<ul style="list-style-type: none"> <li>• JadeCrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
7/ 11/ 2014, Friday	(1630 – 1930)	<ul style="list-style-type: none"> <li>• 50 % of the game has completed.</li> </ul>	<ul style="list-style-type: none"> <li>• JadeCrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
10/ 11/ 2014 – 14/ 11/ 2014, Monday – Friday	-	<ul style="list-style-type: none"> <li>• Presented the SRS documentation.</li> <li>• SRS documentation handed.</li> </ul>	<ul style="list-style-type: none"> <li>• JadeCrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
17/ 11/ 2014, Monday	(1300 – 1500)	<ul style="list-style-type: none"> <li>• Task distributed for each member for the SDS documentation.</li> </ul>	<ul style="list-style-type: none"> <li>• JadeCrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> </ul>



			<ul style="list-style-type: none"> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
21/ 11/ 2014, Friday	(1630 – 1830)	<ul style="list-style-type: none"> <li>• 70 % of the game has completed.</li> </ul>	<ul style="list-style-type: none"> <li>• Jadecrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
24/ 11/ 2014, Monday	(1400 – 1600)	<ul style="list-style-type: none"> <li>• Discuss and started the TSPi forms</li> </ul>	<ul style="list-style-type: none"> <li>• Jadecrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
26/ 11/ 2014, Wednesday	(1400 – 1600)	<ul style="list-style-type: none"> <li>• Continue of the TSPi forms</li> </ul>	<ul style="list-style-type: none"> <li>• Jadecrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
28/ 11/ 2014, Friday	(1630 – 1830)	<ul style="list-style-type: none"> <li>• Whole game has completed.</li> <li>• Discussion of the game flow and pointed out some game's problem.</li> </ul>	<ul style="list-style-type: none"> <li>• Jadecrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
1/ 12/ 2014, Monday	(1300 – 1430)	<ul style="list-style-type: none"> <li>• All the problems have solved.</li> <li>• TSPi forms have completed.</li> </ul>	<ul style="list-style-type: none"> <li>• Jadecrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>
5/ 12/ 2014, Friday	(1430 – 1630)	<ul style="list-style-type: none"> <li>• Final meeting for this course.</li> <li>• Any difficulties encountered solved.</li> </ul>	<ul style="list-style-type: none"> <li>• Jadecrystal Tang Ming Mei</li> <li>• Lee Fui Yee</li> <li>• Nuratiqha Binti Abd Razak</li> <li>• Tan Sheu Yeu</li> <li>• Vernon Chien</li> </ul>

5/ 12/ 2014, Friday	(1630 – 1800)	<ul style="list-style-type: none"><li>• Compilation of the documentations: SRS, SDS and TSPi forms</li></ul>	<ul style="list-style-type: none"><li>• JadeCrystal Tang Ming Mei</li><li>• Lee Fui Yee</li><li>• Nuratiqha Binti Abd Razak</li><li>• Tan Sheu Yeu</li><li>• Vernon Chien</li></ul>
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