Requirement analysis

**Functional requirements**

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| Reference: | Description | Mandatory/desirable |
| F1 | The software should allow from 2 up to 6 players to participate in the game | Mandatory |
| F2 | The software should allow users to make only one “accusation” per game | Mandatory |
| F3 | Option for the computer program to take on (control) one or more of the players | Desirable |
| F4 | A clear GUI should be implemented in order to allow players to see and access the data required | Mandatory |
| F5 | The game player agent should be able to play the game to the same extent that a human player | Desirable |
| F6 | Testing will be done to ensure that the market is operating properly in accordance with the rules of the game, and to demonstrate that the software is working correctly | Mandatory |
| F7 | Game board customisation should be allowed | Desirable |

**Non-Functional requirements**

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| Reference: | Description | Mandatory/Desirable |
| NF1 | The software should be playable on PCs | Mandatory |
| NF2 | Data to customize gameboard should be loaded up from external files | Desirable |
| NF3 | The software should also be playable on Macs | Desirable |
| NF4 | File size should not be unnecessarily large | Desirable |
| NF5 | The software’s reaction time when an event has occurred must be kept to an appropriate level | Mandatory |

**Domain requirements**

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| --- | --- |
| Reference: | Description |
| D1 | The game should have a colourful and intuitive interface that reflects the spirit and character of the original board game. |
| D2 | Software must be easy to use and understand as it is a game |