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**DHBW-Karlsruhe**

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**SuperWoman  
Software Requirements Specification**

**Version 1.0**

SuperWoman	Version: 1.0
Software Requirements Specification	Date: 19.10.2017

## Revision History

Date	Version	Description	Author
19.10.2017	1.0	First Use Cases	Team SuperWoman

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## Software Requirements Specification

### 1. Introduction

#### 1.1 Purpose

This SRS describes the functional and nonfunctional constraints of our project *SuperWoman*. The goal of our project is to provide a Jump'n'Run game on a website. We will implement different levels which will not only differ in the difficulty, but also on the task that the player has to fulfill. For example in some levels the player has to solve arithmetic problems and in others the user has to collect the fitting letters for a given word.

#### 1.2 Scope

The Software Engineering project *SuperWoman* offers the possibility to improve the user's mathematical abilities and your power of concentration. Therefore it is targeted at students from primary and secondary

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school.

### 1.3 Definitions, Acronyms, and Abbreviations

SRS	Software Requirement Specification
UML	Unified Modeling Language
Vaadin	GUI-Framework based on Google Web Toolkit, which enables Java to make websites
MySQL	Database technology

### 1.4 References

Blog	<a href="https://superwoman2017blog.wordpress.com/">https://superwoman2017blog.wordpress.com/</a>
GitHub	<a href="https://github.com/ItalisaS/SuperWoman">https://github.com/ItalisaS/SuperWoman</a>
Use Case Diagram	

### 1.5 Overview

The next chapters contain a detailed description of our project and requirements.

## 2. Overall Description

Our game will be web-based and will provide an opportunity to login, in order to save your progress and show a highscore. The following chapter represents our Overall User Case Diagram, which illustrated the features of our website.

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## 2.1 Use Case Diagram



## 3. Specific Requirements

### 3.1 Functionality

#### 3.1.1 User-Management

This functionality includes all aspects concerning the management of the users and visitors. The visitor should be able to sign-up and create a new account. When a visitor is signed-up he has the possibility to log in into the website. Subsequently he has the right to reset or change the password or to delete his account.

#### 3.1.2 Information

The website has a contact page where the user has the opportunity to write a comment and submit a proposal for a new level-theme. For example, a teacher could propose a new level for his students suitable for the current topic of the lesson. After that we can decide if we will implement it or not.

Moreover, the user and the visitor can show a detailed description of the game.

#### 3.1.3 Primary Components

The user can choose between showing the highscore, choosing a level and starting the game.

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### **3.2 Usability**

#### **3.2.1 User-Interface**

The website should be easy to use and navigate.

### **3.3 Reliability**

#### **3.3.1 Server status**

The server should always be running so that a user can play the game everytime he wants.

### **3.4 Performance.**

#### **3.4.1 Speed**

It should be possible to play the game without interruptions in order that the entertainment is not restricted.

#### **3.4.2 Capacity**

To be determined.

### **3.5 Supportability**

To be determined.

### **3.6 Design Constraints**

To be determined.

### **3.7 On-line User Documentation and Help System Requirements**

Not applicable.

### **3.8 Purchased Components**

Not applicable.

### **3.9 Interfaces**

To be determined.

#### **3.9.1 User Interfaces**

#### **3.9.2 Hardware Interfaces**

#### **3.9.3 Software Interfaces**

#### **3.9.4 Communications Interfaces**

### **3.10 Licensing Requirements**

Non applicable.

### **3.11 Legal, Copyright, and Other Notices**

Non applicable.

### **3.12 Applicable Standards**

Non applicable.

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#### **4. Supporting Information**