DHBW-Karlsruhe

SuperWoman
Software Requirements Specification

Version 1.0

Revision History

Date	Version	Description	Author
19.10.2017	1.0	First Use Cases	Team SuperWoman

Table of Contents

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 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

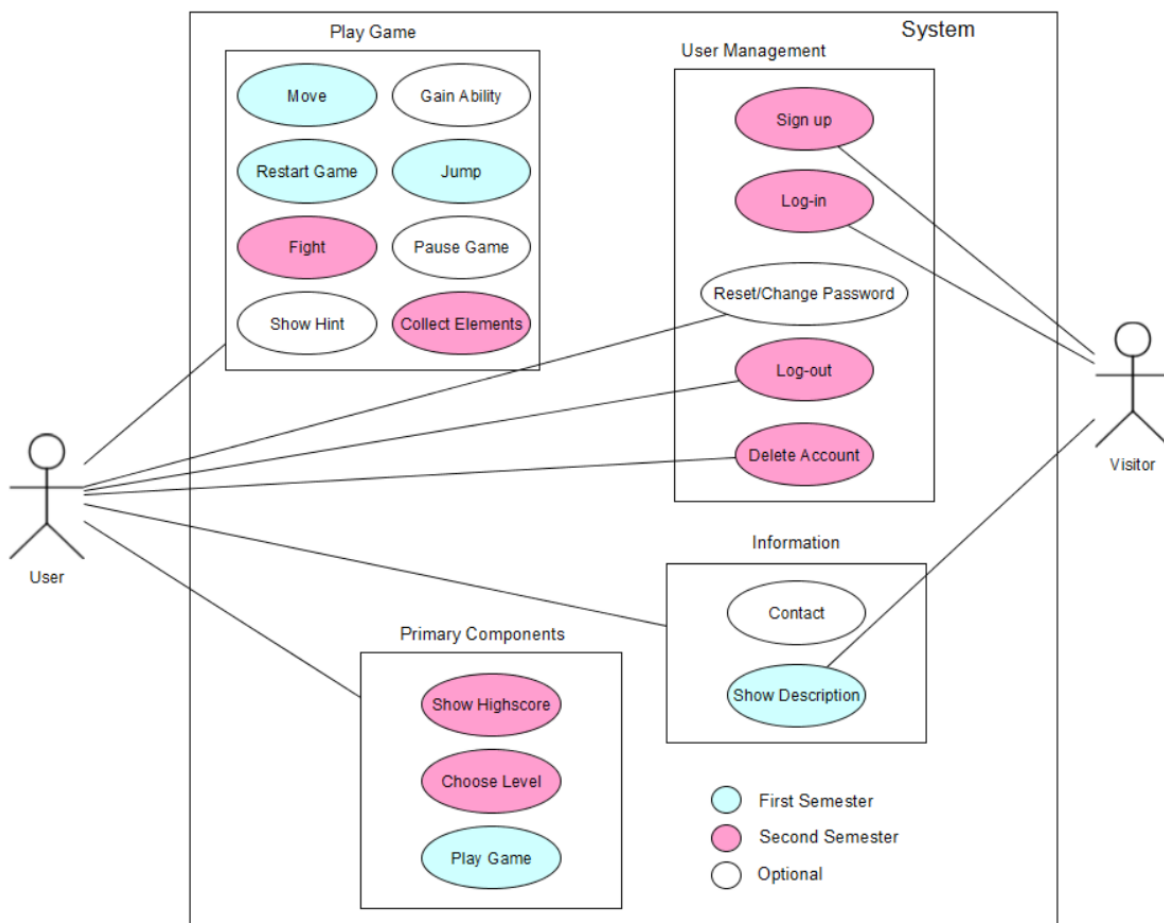| Blog	https://superwoman2017blog.wordpress.com/
GitHub	https://github.com/ItalisaS/SuperWoman
Use Case Diagram	

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.

2.1 Use Case Diagram

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.

4. Supporting Information