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9/23/2024

SER-415-66411

Milestone 5:

SRS (Requirements)

REQ-IW001

The IndieWatch Servers shall implement data security measures to prevent data loss, theft, or unauthorized use. The data security techniques are firewalls, symmetric encryption, cloud backups, redundancy, data wiping, and proxy servers for hardware security.

REQ-IW0002

The Log Manager shall produce info logs and time-stamped system faults and errors to provide the IndieWatch staff with detailed information about all input events, algorithmic operations, and asynchronous data pulled from API requests.

REQ-IW0003

The Arbiter Subsystem shall utilize the Steam Client API to perform data-wrangling techniques such as cleaning, enrichment, and validation to produce the Success Confidence Interval Values in the Polling System.

REQ-IW0004

The Petition Creation Subsystem shall undergo a screening process for petitions before accepting them to present to the Game Developer. The petition shall be screened for profanity and blacklisted words or phrases (i.e., no curse words or racism).

REQ-IW0005

The Polling System shall convert completed questionnaires into a cumulative sum of Success Confidence Interval Values to display all popular gameplay features polled by users to the Game Developer.

REQ-IW0006

The Petition Enforcement Subsystem shall display a list of all active petitions that have not met their endorsement count threshold. The petitions will default to displaying the list ordered from the fewest endorsements needed to the most significant number necessary.

REQ-IW0007

The GUI shall allow the Game Developer to sort by date created and total endorsements. Additionally, the Game Developer shall be able to filter petitions that apply to a specific game or genre of games.

REQ-IW0008

The Payment Management Subsystem shall accept the Mastercard and Visa payment networks and support the Pay, Apple Pay, and Google Pay systems.

REQ-IW0009

The IndieWatch Portal shall enforce two-factor authentication.

REQ-IW0010

The IndieWatch Portal shall enforce a password length of 12 characters or more.