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SER415

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Milestone 6: Detailed SRS

Producer Submission

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-IW002

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-IW003

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-IW004

The IndieWatch System shall provide gamers the ability to submit petitions.

REQ-IW004.1

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-IW004.2

The Petition Creation Subsystem shall communicate the game the petition is for, its creation date to the Petition Review system, and the email address of the petitioner.

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REQ-IW004.3

The Petition Creation Subsystem shall provide gamers the ability to filter ongoing petitions by game title, release date, and active player base.

REQ-IW005

The IndieWatch System shall provide gamers and game developers the ability to review ongoing and past petitions.

REQ-IW005.1

The Petition Review Subsystem manager shall maintain a list of past petitions for one year after the petition's creation. At this time the Petition Review Subsystem shall notify the petitioner of the petitions removal.

REQ-IW005.2

The Petition Developer Review Subsystem 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-IW005.2.1

The Petition Developer Review Subsystem shall allow game developers 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-IW005.3

The Petitioner Review Subsystem shall provide gamers the ability to filter ongoing petitions by game title, release date, and active player base.

REW-IW005.4

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The Petition Review 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-IW006

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

REQ-IW007

The IndieWatch Portal shall enforce two-factor authentication.

REQ-IW008

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

REQ-IW009

The IndieWatch System shall provide independent game developers with consultation related to optimal release window.

    REQ-IW009.1

    The independent game developer portal (GUI) shall display a range of days produced by current expected launch date and data analysis for games launching in the same period.

    REQ-IW009.1.2

    Days identified as optimal shall be displayed in green. These days shall be defined by no other games having 60% similar tags as the game to be released within a three-month period.

    REQ-IW009.1.3

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Days identified as sub-optimal shall be displayed in yellow. These days shall be defined by only 2 games or fewer having 60% similar tags to the game to be released within a three-month period.

REQ-IW009.1.4

Days identified as non-optimal shall be displayed in red. These days shall be defined by 3 or more games having 60% similar tags to the game to be released with-in a three-month period.

Milestone 6: Elaboration

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