

SuperCardsUltra Requirements

Team members

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Purpose

- SuperCardsUltra will allow users to play card games with their friends.

Requirements

1. _

- Name: lobby_system
- Type: functional
- Summary: The Player jumps into a lobby with other players

2. _

- Name: num_players
- Type: constraint
- Summary: Limit to 4 players

3. _

- Name: home_screen
- Type: functional
- Summary: Enable the player to enter the lobby

4. _

- Name: about_screen
- Type: functional
- Summary: Describe the application, copyright notice, and other information

5. _

- Name: settings_screen
- Type: functional
- Summary: Setting the font, font-size, sound-mixing levels, color-blind mode, game-board skins/colors.

6. _

- Name: voting_on_game
- Type: functional
- Summary: Players can vote on what game to play with the plurality of the votes winning. Each vote lasts 30 seconds. A pop-up is displayed for the user to scroll through games and click to

vote.

7. _

- Name: load_screen
- Type: functional
- Summary: Load screen of revolving logo. Basic and Easy.

8. _

- Name: card_sort
- Type: functional
- Summary: sorts the cards into a easy to read fashion

9. _

- Name: hand_of_cards
- Type: functional
- Summary: The player's cards in hand. Needs the ability to show cards to player. Auto-sorts the hand as cards come in.

10. _

- Name: player_notes
- Type: functional
- Summary: notes the player can take about the current game allow the player to remember many complex things

11. _

- Name: player_dealer
- Type: functional
- Summary: Certain games call for the leader and needs to be pointed out and the player given exclusive players

12. _

- Name: player_points
- Type: functional
- Summary: Tracks the points for the player or team and displays them to the players

13. _

- Name: display_cards
- Type: functional
- Summary: renders the cards to the screen

14. _

- Name: play_cards
- Type: functional
- Summary: allows players to play cards

15. _

- Name: net_connect
- Type: risk
- Summary: The network may disallow any computers to connect to one another

16. _

- Name: net_keep_connect
- Type: risk
- Summary: The network may drop the player and we would have to deal with a non-reponsive connetection

17. _

- Name: kick_player
- Type: functional
- Summary: The game should kick the player that is slow to respond

18. _

- Name: vote_kick_player
- Type: functional
- Summary: The players can raise a vote to kick a player that is being rude

19. _

- Name: random_rules
- Type: functional
- Summary: design a system of a set of rules randomly assigned to random cards

20. _

- Name: hold_em_display
- Type: functional
- Summary: display to the table the 3 first round cards, 1 second round, and the final card to the table when playing texholdem

20. _

- Name: double_single_blind
- Type: functional
- Summary: display chip to the screen indicating who is paying blinds and double blinds. Then include them actually paying it.

22. _

- Name: turn_visual
- Type: functional
- Summary: animate the passing of who is taking their turn.

23. _

- Name: table_cards_blackjack_display
- Type: functional
- Summary: A players blackjack hand should have 1 card face up when displayed on the table

24. _

- Name: player_bids
- Type: functional
- Summary: allows the players to make bids appropriate to the game. animate chips going into the center pot when the user places a bet.

25. _

- Name: account_creation
- Type: functional
- Summary: allows players to make a new account

26. _

- Name: account_login
- Type: functional
- Summary: allows players to login

27. _

- Name: player_chat
- Type: functional
- Summary: allows players to chat within the lobby

28. _

- Name: cards_deal
- Type: functional
- Summary: deals cards to the players in the appropriate way for the chosen game