Roadmap of change for SRS:

1. Overall Changes

    a. Reorganize the index to fit the format of template.(Commented by Dan so we tried to fix it: "Did not use the template provided by Dan. Used a much longer version.")

    b. Grammar and spelling check for the overall Document.(Commented by Dan so we tried to fix it: "Spelling and grammar mistakes. Awkward sentences","You misspelled your game's title in several places.")

    c. Organize the numbering of PUC and Requirements.(Commented by Dan so we tried to fix it: "PUC 21 appears twice.")

    d. Remove original section 18-20 and move part of them to the top of document to fit the template.(Commented by Dan so we tried to fix it: "Did not use the template provided by Dan. Used a much longer version.")

    e. Remove original "Migration to the new product" section(Commented by Dan so we tried to fix it: "Did not use the template provided by Dan. Used a much longer version.")

2. Change in The Purpose of the project

    a. Create a new section called purpose of the project and move background and goals of the project to this section as sub sections.(Commented by Dan so we tried to fix it:"Goals of the project: What are your goals?")

3. Change in The Stakeholders

    a. Add a new section called stakeholders and move the clients and customers, other stakeholders to this sections.(Reorganize the structure of document)

    b. Modify the customer subsection to a much shorter version.(We think this will make the customer definition more clear)

    c. Delete the Play tester subsection and move the content under Test section.(Reorganize the structure of document)

    d. Modify the Development team subsection so the section is short and clear about all the members, deleted unnecessary information under this section.

    e. Modify the Judges subsection base on grammar and spelling mistakes.(Commented by Dan so we tried to fix it:"Stakeholders: What about the development team and the judges?")

    f. Change the customer section back to the first edition since it's more detailed and states the customer clearly.(Commented by Dan said it was better to keep the Customer sub section in old way)

4. Change in Mandated Constraints

a. Change "Constraints" section to "Mandated Constraints".(Commented by Dan so we tried to fix it: "Did not use the template provided by Dan. Used a much longer version.")
b. Grammar check on Solution Constraints subsection.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")
c. Modify the "Implementation environment of the system" subsection so it fits current condition.(Commented by Dan so we tried to fix it)
d. Grammar check on "Off-the-Shelf Software" subsection.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")
e. Grammar check on "Anticipated Workspace Environment" subsection.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")
f. Modify "Schedule Constraints" subsection so it fits the current condition.(Reorganize the structure of document)
g. Delete the "Enterprise Constraints" section to fit Dan's template.(Reorganize the structure of document)

5. Change in Naming Conventions and Terminology

a. Spelling error check on "Naming Conventions and Terminology" subsection.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")
b. Delete "Input(IN)" and "Output(OUT)" subsections in "Naming Conventions and Terminology" section.(We don't have Input and Output to name)
c. Grammar check in "Resources" subsection in "Naming Conventions and Terminology" section.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")
d. Grammar check in "2D(Two-dimensional)" subsection in "Naming Conventions and Terminology" section.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")

6. Change in Relevant Facts and Assumptions

a. Modify "Relevant Facts" subsection to fit the current develop condition and remove some grammar error.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences" and make the content up to date.)
b. Grammar check in "Business Rules" and slight modify the content to fit the current condition.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")
c. Grammar and spelling check in "Assumptions".(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")

d. Improvement in content of "Assumptions".(To declare the assumption easier to understand

7. Change in Scope of Work

a. Grammar check in "The Current Situation", added the inspired games.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")
b. Grammar check in "The Context of the Work", improve the 3rd subsection of "The Context of the Work".(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")

8. Change in Scope of the Product

a. Added "Product Boundary" section with a figure.(Reorganize the structure of document to fit the template, commented by Dan)
b. Add figure name to first figure and adjust the number of figures.(Commented by Dan so we tried to fix it: "Figures have no captions")
c. Correct the numbers of PUC.(Commented by Dan so we tried to fix it: "PUC 21 appears twice.")
d. PUC 2 added preconditions and grammar check.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")
e. PUC 5,6,7 added Preconditions.(Commented by Dan so we tried to fix it: "PUCs: Many of your use cases are lacking preconditions relating to whether an action should be valid")
f. PUC 8 change the trigger to be more detailed and improve the preconditions.(Commented by Dan so we tried to fix it: "PUC 8: Shouldn't there be a precondition relating to materials?")
g. PUC 9,11,12 improve the preconditions.(Commented by Dan so we tried to fix it: "PUCs: Many of your use cases are lacking preconditions relating to whether an action should be valid")
h. PUC 14 grammar check in preconditions.(Commented by Dan so we tried to fix it:"Spelling and grammar mistakes. Awkward sentences")
i. PUC 8 add precondition of having certain item.(Commented by Dan so we tried to fix it: "Did not address comment RE: PUC 8.")
j. Delete PUC 11 since it is no longer a PUC in game.(Delete unnecessary items)
k. added PUC 25 for turn changing. (Dan commented we need functional requirement for turn changing.)

9. Change in all Requirements sections

a. Reorganize the format of functional requirements to fit Dan's template.(To fit template, commented by Dan)

b. Added "Core-mechanics" subsection under Function requirements and subsection"Primary Gameplay Mode" under "Core-mechanics" subsections.(To fit template, commented by Dan)

c. Added "Alternate Game Modes" to fit Dan's template.(To fit template, commented by Dan)

d. Renumbering the original requirement 5-14,16,19-25,28-30.(Reorganize the structure of document)

e. Improve requirement 31-58 for non-functional requirements.(Commented by Dan so we tried to fix it: "Req32: Why 2 turns? How will you test this?", "Req38: Where did you get 30ms?", " Req39: Why 1 second?", "Shouldn't there be some kind of reliability / fault tolerance requirement for the game? You wouldn't want it crashing part-way through", "Req40: Why 50 items? Why 15 minutes per round? Where did you decide these things?")

f. Change the Non-functional section format to fit Dan's template.(Commented by Dan so we tried to fix it)

g. Add description in Functional Requirement 1 of detailed player control.(Commented by Dan so we tried to fix it)

h. Changed fit criterion of Req 29.(Commented by Dan so we tried to fix it: "Where is Req 29's fit criterion?", "Req 29's fit criterion doesn't make sense.")

i. Improve the legal requirements. (Commented by Dan, "The UDK license is for the Unreal Development Kit, not Unity.")

j. Added Req 2(New) and reorganize all the numbers. (Dan commented we need functional requirement for turn changing.)

k. Improve the expression in the description of Req 51(New).(Dan asked where does that 50 come from, but at this moment, 50 seems to make no sense so we decide to change the number to a range so we can always adjust to find the game balance).

l. Added New PUC for game manual (Dan comment: "Shouldn't you have some sort of manual or in-game tutorial?")

m. Added new functional requirement for menu system and player selection to come before actual gameplay (Dan comment:"No waiting room")

n. Edited the PUC's and requirement ordering to make sure they aligned properly numerically (Dan comment from class about misnumbered requirements).

10. Change in Project Schedule

a. The due dates for the testing and revised documents were pushed back about a week.

11. Change in Risks

a. Due to simplicity's sake, the amount of items and traps may have to be scaled back. This will not affect the core of the game but potentially will harm the variety of the game.

12. Change in Costs

a. N/A

13. Change in User Documentation and Training

a. Added help manual feature to menu feature. (Dan comment on avenue: Shouldn't you have some sort of manual or in-game tutorial?)
b. Players can now view a help manual to learn about the rules of the game and which controls to use (Dan comment on avenue: Shouldn't you have some sort of manual or in-game tutorial?)

14. Change in Waiting Room

a. Players will now be able to wait at the starting menu before playing the game.(Dan comment on avenue :No waiting room)
b. Added a new feature and requirement where players must first select the number of players before starting the game. (Dan comment on avenue: No waiting room)

15. Change in Ideas for Solutions

a. Game logic redesigned to help with adding new menu system and pause button. (Dan comment on avenue: No ideas for solution)
b. New visuals will be shown on the screen to indicate to the players the current turn and how much time is left in a turn. (Dan comment on avenue:No ideas for solution)
c. More team communication to help with adding additional features. (Dan comment on avenue: No ideas for solution)