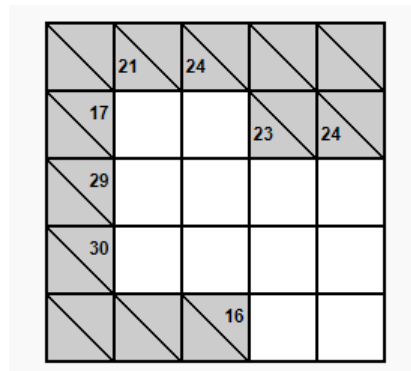


Requirements Document

Team PI-B

9 February 2020



Kakuro

Team members

Name	ID Number
Sajib Ahmed	A
Yaroslav Bilodid	B
Jesse Desmarais	C
Antoine Farley	D
Marc Hegedus	E
Katerina Tambakis	F
Dmytro Chychkov	G
Yingjie Zhou	H

1 System

1.1 Purpose

1.2 Context

1.3 Business Goals

2 Problem Description

2.1 Objectives

The project to be completed in COMP 354 of Winter 2020 is to create a functional replica of the puzzle game Kakuro. Our team's version will comprise of three separate difficulties: easy medium, and hard. The solutions will not be randomly generated, as such it will have three unique working instances. The main objective is to apply software engineering techniques for the development process to be test-driven, agile, and object-oriented. There will be three iterations, each having their own deadlines. Efficient management and communication amongst our group is understood to be central in accomplishing the required tasks. The client wants the following as deliverables: a basic graphical user interface, a model-view-controller architecture coded in Java, and a categorized set of use cases.

The three iterations will each have a document to be handed in to the client. The information regarding their naming, deliverables, and dates are tabulated below:

Iteration	Deliverable	Date
Requirement	Requirements Document	2020/02/09
Design	Design Document	2020/03/15
Implementation	Final Document	2020/04/5

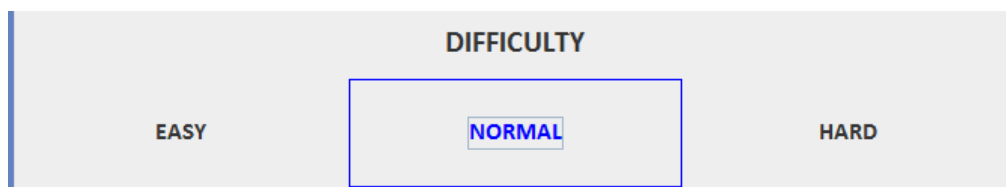
Project Timeline

2.1.1 Graphical User Interface

test

2.1.1.1 Difficulty

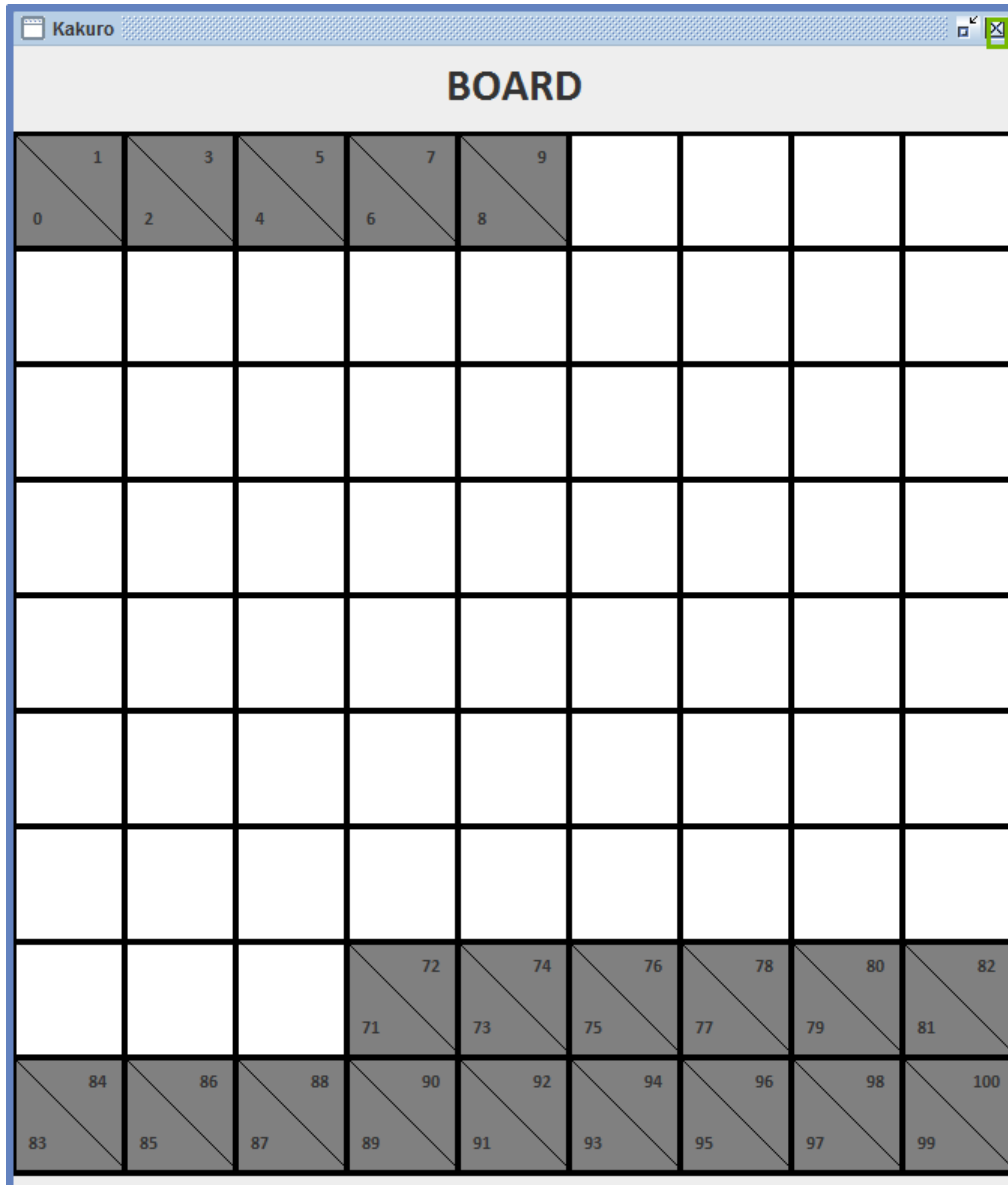
test



Difficulty Interface

2.1.1.2 GameBoard

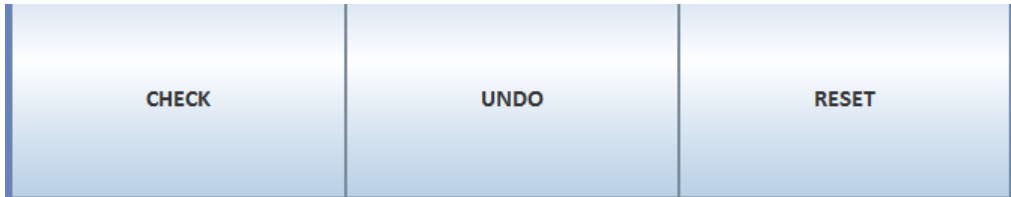
test



Gameboard Display

2.1.1.3 Utilities

test



Utilities Interface

3 Actors

4 Use Cases

4.1 Overview

Figure 1: Use Case Diagram

4.1.1 Use Case 1

Name

Give a name.

Summary

A short summary/description/story.

Actors

Precondition

Main Scenario

1. Describe step 1.
2. Describe step 2.
3. Describe step 3.

Exceptions

Postcondition

Priority

Traces to Test Cases

Add when test cases done.

4.1.2 Use Case 2

5 Non-Functional Constraints

6 Data Dictionary

7 References

A Description of File Format: Tasks

Describe input file format.

B Description of File Format: Persons

Describe output file format.