Software Requirements Specification

for

PAD Database

Version 1.3

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# Revision History

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| --- | --- | --- | --- |
| **Name** | **Date** | **Reason for Changes** | **Version** |
| Zachary Blue | 05/05/17 | Initial scribing | 1.0 |
| Zachary Blue | 05/08/17 | Added to empty fields and modified where necessary | 1.1 |
| Zachary Blue | 05/09/17 | Added Specific Requirements section and modified where necessary | 1.2 |
| Zachary Blue | 05/10/17 | Converted to new format and added more information | 1.3 |
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# Introduction

## Purpose

The purpose of our Puzzle & Dragons database is to have in one location all of the monsters within the mobile videogame Puzzle & Dragons as well as be able to simulate actual team builds as you would find within the game.

## Scope

The PAD DB is meant to help players store and track their monsters as well as find information about monsters that they are striving for to have on their team(s). This DB will also allow players to simulate team builds in order to determine whether a team is viable for use with their currently owned monsters.

## Product Overview

### Product Perspective

Our PAD DB was formed as part of a group project stemming from the 6 creators’ love for the game and their interest in discovering how to create a functioning database.

### Product Functions

* Allow the user to view information about all monsters in the North American version of PAD
* Allow users to see a list of all the monster’s skills
* Stores information about Monsters found in the North American version of PAD
* Stores information about all the Active Skills in PAD NA

### User Characteristics

* Should have a Cellphone
* Should have regular internet access
* Should be players of PAD
* Should be learned in the ways of proper computer usage

### Limitations

We have no foreseen limitations

## Definitions, Acronyms, and Abbreviations

PAD – Puzzle & Dragons

Monster – A creature that may be placed upon a team in PAD

Attribute – The element(s) that a monster can attack with

Type – A characteristic of each monster that determines their minimum stats

Active skill – An ability that a monster can perform in a dungeon that can affect a variety of different things within the dungeon including; the enemies, members of your team, and your health

Leader skill – An ability that is passive through the dungeon and is active based upon the leader of your team these effects include; adding base attack to your team, adding damage multipliers to your team, and reducing damage from monsters of certain attributes

Evolution – When a monster becomes a new better version of themselves

Experience – A key item that allows you to level up

Coins – A necessary item for leveling up and evolving monsters

Stamina – The most important thing every user has as it allows them to venture into dungeons

Pal points – Collected from helping friends in dungeons, using friends’ monsters in dungeons, and logging in each day

Egg machine – The place where a user can use magic stones or pal points to procure new monsters without entering a dungeon

Magic stones – A type of currency within PAD that allows the user to do many things including; restoring stamina, buying eggs from the egg machine, and allowing the user to continue a dungeon upon death (where applicable)

Dungeon – A section within PAD that allows the user to obtain experience, coins, magic stones, and monsters

Hp – Hit points

ATK – Attack

RCV – Recovery

DB – Database

NA – North America

## References

IEEE 830-1998

PAD

# Specific Requirements

## External Interface Requirements

### Software Interfaces

* SQL Management Studio

## Functional Requirements

Store information about all the monsters found in the NA version of PAD

Store information about a user’s current monsters

Allow a user to simulate a team build

## Performance Requirements

Able to handle up to 50 users at once

Should not lag of its own accord

Should not cause lag client side

## Logical Database Requirements

Takes integers and string content

## Software System Attributes

N/A

# Appendices

## Assumptions and Dependencies

### Assumptions

* User will have a smart device
* User will be a player of PAD
* Database will be usable on any OS
* User will have enough technological skill to access the DB on their computer

### Dependencies

## Pictures and Other Files