Padification srs

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McKenzie College SWTS2102

1. Revision History

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| Date | Author | Version | Revision Notes |
| 2017-06-06 | William Gale | 0.1 | Heading layout for document. |
| 2017-06-06 | Elie Godbout | 0.2 | Added Sections 2 and 3 being; Conformance and Normative references. |
| 2017-06-06 | Zachary Blue | 0.3 | Added Scope and Definitions, Abbreviations and Acronyms. |
| 2017-06-07 | William Gale | 0.4 | Integrated Player Concept into Section 5.1, Updated Revision History Layout, and Title Page. |
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# Scope

Our project PADification will be designed and produced through the following processes: evolving a monster, beating a dungeon, leveling up a monster, selling a monster, and more. Through those processes we will produce a database that contains all the information pertaining to monsters found within the North American version of Gungho’s Puzzle and Dragons mobile videogame. Using that database, we will create a program for the purpose of logging and maintaining a user’s input monsters as well as allow users to search for monsters and simulate team builds. PADification will also allow users to add a wishlist for monsters that they either need or would like to collect in the future.

# Conformance

## Intended usage

The intention of conformance for this SRS document is to help stakeholders understand where the data and information the group has gathered come from and under what format, scope and decree they will follow.

## Conformance to Processes

* The PADification final product aims simulate processes found in the Puzzles and dragons mobile video-game developed by Gungho online entertainment Inc. The main process is as follows:
  + Creation, updates and deletion of teams
    - Leader monster
    - Sub monsters
    - Team name
    - Badge equipped
* The idea behind this is to allow players of puzzles and dragons from around the world to share the teams as well as monsters they own to other players. Something that puzzles and dragons does not permit at the current time.

## Conformance to information item content

* The PADification final product gathers all its information from the puzzles and dragons mobile video-game developed by Gungho online entertainment Inc. as well as from third party website: <http://puzzledragonx.com/com>
* If information found within puzzledragonsx.com should ever prove unreliable, unsure and/or faulty, it is required to have the issue resolved by identifying it within puzzles and dragons.
* Information regarding instances of player information and instances of specific monsters are found within puzzles and dragons by way of the player’s account information.

# Normative References

ISO/IEC/IEEE 29148-2011 SRS International Standard Document

<https://webcache.googleusercontent.com/search?q=cache:OQfOP0Z_vMQJ:https://edisciplinas.usp.br/pluginfile.php/1077344/mod_folder/content/0/iso-iec-ieee-29148-2011.pdf%3Fforcedownload%3D1+&cd=3&hl=en&ct=clnk&gl=ca>

Puzzle and Dragons X

<http://www.puzzledragonx.com/>

“Puzzle and Dragons” game

<https://itunes.apple.com/ca/app/puzzle-dragons-english/id563474464?mt=8>

<https://play.google.com/store/apps/details?id=jp.gungho.padEN&hl=en>

<http://www.gunghoonline.com/games/puzzle-dragons/>

# Terms, Definitions, and Abbreviated Terms

## Terms and Definitions

* + (Plus) stats – Bonus stats applied to HP, ATK, and RCV. Up to 99 + stats can be granted to each stat for a monster for a total of 297. A bonus of +# times 10 is granted to HP, +# times 5 for ATK, and +# times 3 for RCV.
* Active Skill – An modifier belonging to monsters that can be used in dungeons to modify the board, the player’s team or the enemies.
* Assist Monsters – Monsters can be assigned to other monsters. The assisted monster gains the active skill of the assisting monster as well as a possible stat boost while the assisting monster can no longer be brought into dungeons or sold. Not all monsters can be assists.
* Attack – A monster’s statistic that determines the base amount of damage a monster can deal.
* Attribute – A property of a monster that determines the type of damage a monster will deal. A monster can currently have up to two (minimum of one) of five attributes consisting of Fire, Water, Wood, Light, and Dark.
* Awoken Skill – A passive modifier granted to a monster.
* Awoken Skills – A passive modifier a monster may have. All monsters with the same Monster ID have the same Awoken Skills. A monster may have zero to nine of them.
* Database - A structured set of data held in a computer, especially one that is accessible in various ways.
* Dungeon – A section within PAD that allows the user to obtain experience, coins, magic stones, and monsters.
* Egg machine – A feature that allows a user to use magic stones or pal points to procure a random monster from a pool of monsters.
* Evolution - Monsters can evolve/devolve into other monsters when certain conditions are met.
* Health Points – A monster’s statistic that determines how much damage a monster can take before a player dies.
* Latent Awoken Skills - A type of awoken skill that you assign to a monster.
* Latent skills – A passive modifier that can be assigned to monsters through power-up/fusion. Up to a max of 6 can be added to a single monster.
* Leader Skill - An in-dungeon modifier granted to the player based on the leader monster. Not all monsters have one.
* Magic stones – A in-game currency within that can be used to restoring stamina, buying eggs from the egg machine, and allowing the user to continue a dungeon upon death (where applicable). Purchasable with real money.
* Mail System – An in-game communications system through which players can communicate with other players and admin. Monsters and currency are able to be obtained through the mail system.
* Monster – Characters that can be obtained within the game through dungeons, mail, and egg machines.
* Monster Assist – A monster assigned to another monster to offer a second active skill and slight stat boost.
* Monster Experience – An indicator of a monster’s current progression towards it’s maximum potential.
* Monster ID – All unique integer identifier assigned to each monster.
* Monster Level – A statistic of a monster that acts as a modifier based on a monster’s experience.
* Monster Name - All monsters have a name that are unique (if only by case).
* Monster Types - Monsters have 1-3 types. There are currently 12 different types a monster may have.
* Pal points – An in-game currency collected from helping friends in dungeons, using friends’ monsters in dungeons, and logging in each day that is used to purchase pulls from the Pal Egg machine.
* Puzzle and Dragons – A game involving monster collection and team creation required to defeat more difficult Dungeons.
* Rank – a player grading system that determines the amount of stamina, friends, features the Player can have.
* Rarity - An indicator of how common or uncommon a monster is.
* Recovery – A monster’s statistic that determines the base amount of health a monster will heal for the team.
* Stamina – An integer value that determines a player’s access to a dungeon. Entering a dungeon will take a specified amount of stamina from the player’s current stamina count. Stamina recharges over time up or upon ranking up, to the maximum amount a player can hold. The amount a player can hold is based on rank.
* Type – A classification of a monster. A monster can currently have up to three (minimum of one) of (currently) twelve types.

## Acronyms and Abbreviations

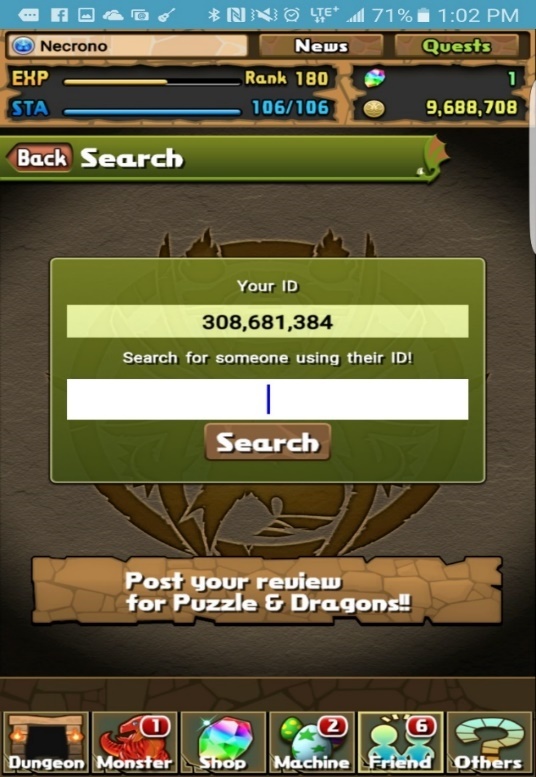
* PAD – Puzzles and Dragons
* HP – Health Points
* ATK – Attack
* RCV – Recovery
* RDBMS – Remote Database Management service
* DB – Database
* NA – North America

# Concepts

## Introduction

### Player

The Representation of the entity playing Puzzles and Dragons, It Holds all information related to the specific user, it consists of the following Elements:



Starting Attribute and Name

Experience, Rank, and stamina

Player ID

Magic Stones and Coins

Quests

Figure 1: Player information Displayed in Navigation Menu

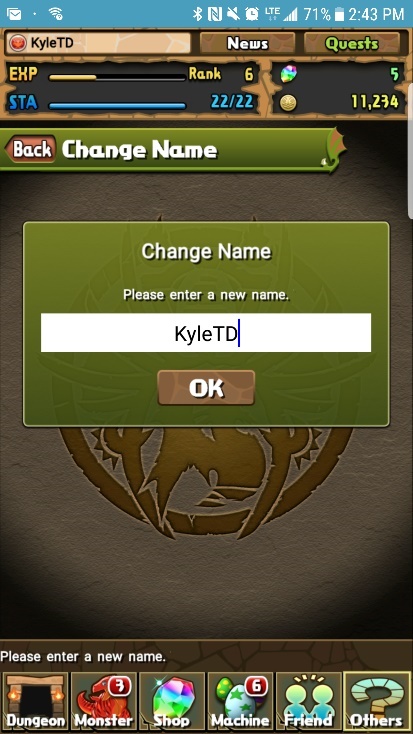
* Player ID A Unique 9 Digit identifier of the Player, Used for account identification, and migration / recovery.
* Name Chosen by the Player; Displayed to other Players, but not used for account identification as it is not unique and changeable at any time.

Figure 2: Player Name Change Menu

* Experience Obtained through completion of dungeons.
* Rank An integer value determined by your current exp.
* Max Stamina The maximum amount of Stamina a Player can store, Increase’s with Rank
* Stamina An integer value based on level that regenerates 1 every 3 mins, fills on Rank up or with a magic stone Purchase, spent when entering Dungeons.
* Coins An in-Game Currency, Used in power-up fusion, and Dungeon Purchases.
* Magic Stones An in-Game Currency Gained from first time Dungeon Completion, Real money purchase, promotional events. Used to pull Rare Egg Machine, Restore Stamina, fully heal team on lose.
* Monster points An in-Game currency used to purchase monsters.
* Pal Points An in-Game currency earned from using a Helper during Dungeons.
* Quests A set of Goals to complete which grant various Rewards, In the form of Dungeons, Badges, Monsters and Currency.
* Collection The Players collection of currently owned Monsters.
* Monster Book A book of all monster the Player has seen and captured.
* Starting Attribute Selected by starting monster picked, Places icon next to name. Determines player’s time group as well as their ID
* Teams Groups of 1-5 monsters picked from the players Monster Collection, used to play dungeons.
* Friends A collection of players friended by the Player, Allows use of friend leaders as helpers.

## Requirements Fundamentals

## Practical Considerations

## Requirement Information Items

# Processes

## Requirements Processes

## Stakeholder Requirements Definition Process

## Requirements Analysis Process

## Requirements Engineering Activities in Other Technical Process

## Requirements Management

# Information Items

# Guidelines for Information Items

# Information Item Content