

**CS251 – Software Engineering I**

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# Team

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# Document Purpose and Audience

* Document purpose is to decalcify software requirements of multiplayer chess game.
* Audience of this document are: Clients, users, Software manager, software developers, Graphics designers and Software analysts.

# Introduction

## Software Purpose

* Software purpose is to produce a multiplayer chess game named “M-Chess” that players can play through a standalone devices or machines

## Software Scope

* This game will contain a simple 2-D graphical user interface containing the normal chess game component.

## Definitions, acronyms, and abbreviations

* M-Chess: The project name.
* Chess: It’s a simple turn based mine-game simulate a real medieval battlefield with its main elements like (Soldiers, Knights, Castle towers …).

# 

# Requirements

## Functional Requirements

* Before everything, all players must have the whole files of the game to be able to join the server.
* The game must be created by the host, Game server is responsible of initiating new game and 2 players must be log in the game to start the match by: the player sends request to the server then the server creates the game then the server tell the player to invite another player, the invited player has to open the game or the invitation operation won’t be succeeded.
* Player controls pieces by using mouse, he has to first choose the piece he want to move then the targeted place he wants to move his chosen piece to, if the targeted place is suitable for the chosen piece normal move, the server allows the move, updates the interface of player and sends the update to the other player to update his interface too.
* If one of players pause the game the server pauses the other player interface too so the other player can’t move any piece until the player who pauses the game resumes again.
* The player can’t play two or more moves in his turn and he has to wait his turn.
* There is a time for every turn move the host player specify it while game establishing.
* There will be a chat box in the interface of the game so players can communicate while playing.