COMP1023 Lab Exercise 01

11 February 2020

In your group, decide together on the type of game that you will create (for example, a word puzzle or a type of arcade game). Think about how this is going to be played – for example, will it be a single user playing against the computer? will it be played by multiple players simultaneously? will there be a provision for "high scores"? etc.

Discuss and then write a list of functional and non-functional requirements for your game. Remember functional requirements are the things that your software will need to do, whereas non-functional requirements are constraints that your system will need to operate under.

Every group must include the following two non-functional requirements, although you should include several others (so that your set of requirements *defines* the game that you want to develop).

- The game must be developed using the provided Scratch development environment.

- The game must be playable in a single window on a computer (PC or Mac, but not mobile devices).

From these requirements, produce a short software requirements specification document for your game. This is going to be a formalised description of what the software needs to do, but it doesn't need to go into details of how it will do it. It must take all of your functional and non-functional requirements into account. If it is helpful, you can include diagrams in this document, but you should not get distracted by the user interface. You should focus on the *what*, not the *how*. You can follow the *user story* format or choose another format.