

ENG1 Group 9

User Requirements

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PART A

In order to elicit our requirements, we conducted numerous methods of collection. One such method was the research of different requirement types and the tailoring of the examples given to our own needs. There were also requirements outlined in the initial brief handout given to us, which also helped figure out further requirements upon closer study of said brief. We also used past experience to research similar games to the one described by the brief, such as *Overcooked*, to find requirements applicable to those games that were also applicable to ours.

A customer meeting held on 22nd November at 16:30pm with Antonio Garcia-Dominguez allowed us to negotiate the boundaries of certain requirements and also to refine certain vague examples of requirements. We were also able to ask about certain accessibility features and refine the non-functional requirements for them, along with outlining the constraints and their limits.

Requirements were a heavy topic of discussion before proceeding with the development of our project "*Piazza Panic*" due to the importance of them in the software engineering cycle. They were rigorously tested against what was found in our research and then discussed again to determine the suitability of the requirements for the project.

PART B

User Requirements

ID	Description	Priority
UR_UX	The game should be visually enticing and be representative of a kitchen environment.	Should
UR_FINISH_LEVEL	The user will be able to finish a level after a given amount of time.	Shall
UR_INTUITIVE	The controls/actions should feel natural to the user.	Should
UR_CHEF	There is a chef that can be controlled by the user.	Shall
UR_PROGRESSION	There should be an indicator of how far through an action a player is.	Should
UR_CUSTOMER	There shall be customers at the restaurant.	Shall
UR_ALERT_USER	When a new event occurs or an action is complete it should be clear to the user.	Should
UR_ACCESSIBLE	The game shall tailor to all types of users.	Shall
UR_UI	There shall be a user interface.	Shall

Functional Requirements

ID	Description	User Requirements
FR_CHANGE_LEVEL_DIFFICULTY	The user should be able to select between multiple levels of difficulty prior to starting a game	UR_UX
FR_QUIT_LEVEL	The user shall be able to pause and quit the level.	UR_FINISH_LEVEL
FR_GRAB_ITEM	The chef can pick up items in the kitchen.	UR_CHEF
FR_PLACE_ITEM	The chef can place items in the kitchen.	UR_CHEF

FR_MOVE_CHEF	The chef can walk around the kitchen.	UR_CHEF
FR_CHOP_ITEM	The chef can chop an item.	UR_CHEF
FR_COOK_ITEM	The chef can cook an item.	UR_CHEF
FR_DISPOSE_ITEM	The chef can put an item in the bin.	UR_CHEF
FR_NEW_CUSTOMER	A customer can arrive at the restaurant and order one item.	UR_CUSTOMER
FR_SERVE_CUSTOMER	The chef can serve a complete meal to a customer and they will leave the restaurant.	UR_CHEF, UR_CUSTOMER
FR_PAUSE	The user can pause the game midway through and access a menu.	UR_UI

Non-Functional Requirements

ID	Description	User Requirement	Fit Criteria
NFR_DISTINGUISHABLE	Each item and chef will be distinguishable from each other in a way other than just colour.	UR_ACCESSIBLE	All colour-blind users can play the game.
NFR_CUSTOMISABLE_CONTROLS	The controls can be rebound.	UR_ACCESSIBLE	Users with disabilities can fit the controls to their requirements.
NFR_ADJUST_VOLUME	The user can adjust the volume before or midway through the game.	UR_ACCESSIBLE	Users hard of hearing or with sensitive hearing can adjust volume to their liking.