

BOGGLE BY TEAM 12

REQUIREMENTS ANALYSIS DOCUMENT

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INTRODUCTION

PURPOSE

Our purpose is to create a digital single player Boggle game that is readily available to users to experience fun by themselves if they are lonely, such as during Valentine's Day.

SCOPE

The scope of this project is relatively small due to the purpose of creating a simple and easy to use game.

OBJECTIVES AND SUCCESS CRITERIA

Our objective is to recreate Boggle in a digital environment. The application should be a fully functional and implement all the original Boggle rules.

DEFINITIONS, ACRONYMS, AND ABBREVIATIONS

1. RAD : Requirements Analysis Document
2. TBD : To be determined
3. Timer : an object enforcing the time limit of the game

REFERENCES

1. Increment 1.pdf
2. [Boggle Game Rules](#)

OVERVIEW

Recreate an easy to use single player boggle game digitally with proper implementation of the rules of a boggle game.

CURRENT SYSTEM

The current system is the pen and paper version of Boggle as described by the Boggle Game Rules.

PROPOSED SYSTEM

OVERVIEW

The application will be a GUI application consisting of a 4x4 matrix and viable dice letters. The players can type out all the words, and the correctness of the words will be determined with the use of a local dictionary file. The UI will also display a 3 minute timer and live score updates with every word that user gets correct.

FUNCTIONAL REQUIREMENTS

- F1. Start a new game
- F2. Recognize inputs
- F3. Check for valid words
- F4. Enforce time limit
- F5. Count/Track points/scores
- F6. Track words
- F7. Display animation at start of game

NONFUNCTIONAL REQUIREMENTS

- N1. User should be able to understand and play the game within a minute
- N2. Application should be free of visual errors
- N3. There should be visual feedback for user input
- N4. User should not feel limited by the speed of the program
- N5. Application should be able to run on multiple platforms

SYSTEM MODELS

USE CASE MODEL

Standard Gameplay Procedure:

- 1) Player opens the application "Boggle by Team 12"
- 2) Player clicks the "Start" button and the game begins
- 3) Player begins typing words they find on the "board"
- 4) Correct words are saved and listed
- 5) Time runs out and the point total is reported to the players
- 6) The player reconsiders their life choices and closes the application

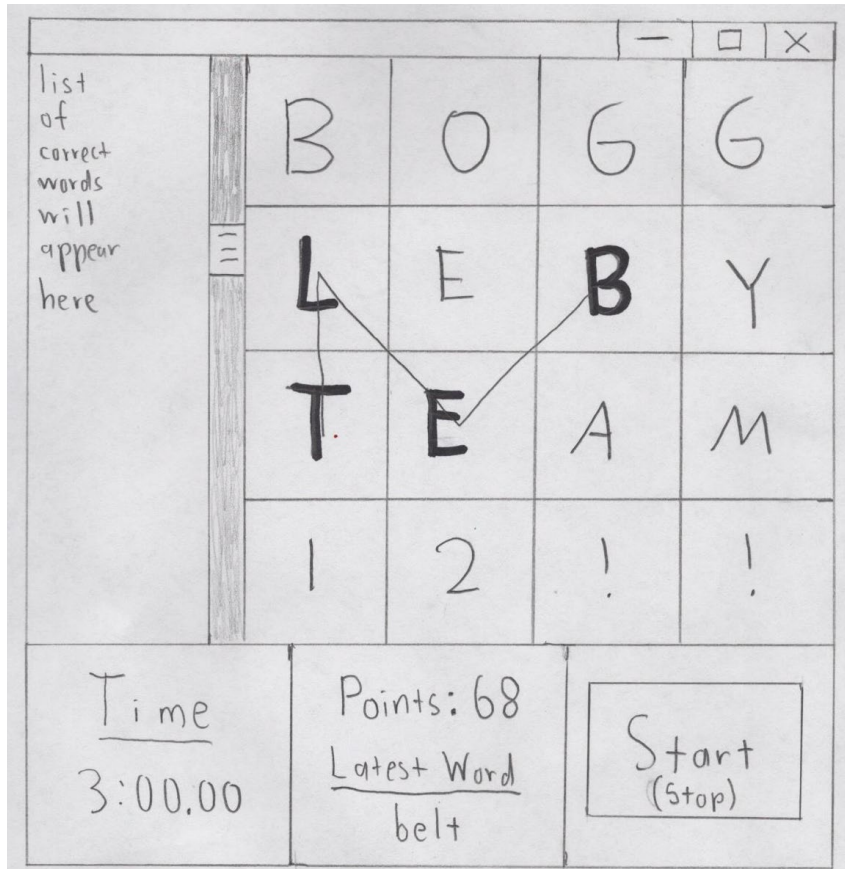
STRUCTURAL MODEL

TBD

BEHAVIORAL MODEL

TBD

USER INTERFACE: NAVIGATIONAL PATHS AND SCREEN MOCKUPS



GLOSSARY

1. Boggle
 - Simple word game created by Hasbro
2. Word
 - As defined by the Scrabble dictionary
3. Requirements
 - Tasks to be completed in order to have a successful program