

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 during valentines 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

To recreate boggle in a digital environment which should be a fully functional application that implements all the original boggle rules.

DEFINITIONS, ACRONYMS, AND ABBREVIATIONS

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

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

PROPOSED SYSTEM

OVERVIEW

The application will be a GUI application with 4x4 matrix with viable dice letters and the players can type out all the words, where the words will be determined if it's correct or not with the use of a dictionary file that's locally downloaded along with a 3 minute timer displayed on the application's UI. The UI will also include the live score updates with every word that user gets correct.

As for the use case, here is one of the use case:

- 1) Player opens the application "Boggle by Team 12"
- 2) Player clicks the "Start" button and the game begins
- 3) Player begins typing words, some correct and some incorrect
- 4) Time runs out and the player scores 17 points
- 5) Gets a Tinder notification and closes the application
- 6) Player leaves for a date

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

NONFUNCTIONAL REQUIREMENTS

N1. User should be able to understand and be able to play the game within a minute

N2. Application should be free of visual errors

N3. 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

Use Case 1:

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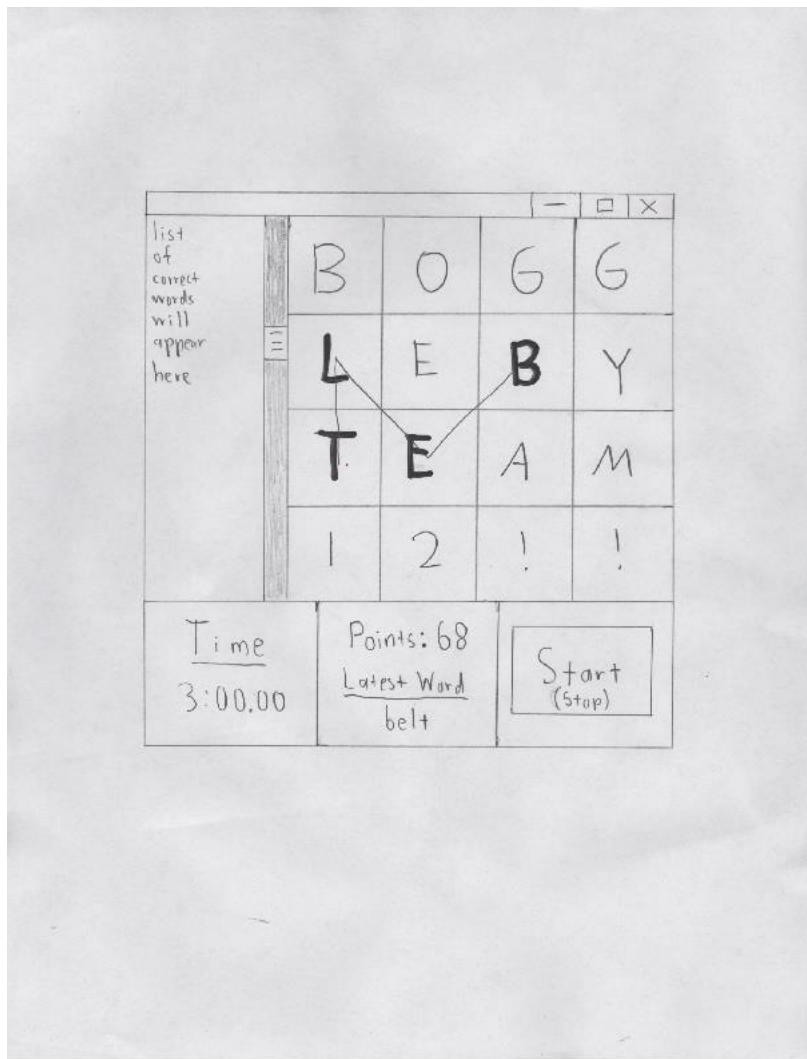
STRUCTURAL MODEL

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. Requirement
 - Tasks to be completed in order to have a successful program