**Assassin Player Version - Software Requirements Document**

**Introduction / Purpose:**

The Assassin Player (AP) application should be a free app and website that is easy to use for players within an Assassin game.

**Terminology: See Admin Requirements**

**Scope:**

* Minimum Required Functionality – Register on Platform, Register For Game, Edit Data, Login, Logout, Confirm Kill, Re-Buy
* Optional Features

**User Profiles:**

* Player

**Use Cases:**

* Outside Game:
  + Download App
  + Install App
  + Register on Platform
  + Find Game
  + Register For Game
  + Login to Game
  + Edit Data and Picture
* Within Game:
  + Logout
  + Confirm kill
  + Re-buy
  + Take break
  + Quit game
  + Message Admin
  + Ping Player
  + Respond to Ping
  + Stun Timer (Self)
  + Immune Timer (Self)

**Functional Requirements: Will be driven by Use Cases**

* Notifications
* Password protection – Current version uses a complex id, no passwords.

**Data Requirements: See Admin Requirements for full list.**

* Player
  + ID – has been a random 8 digit id
  + First Name – As long as you have a pic, duplicate first names are fine
  + Game Status – Registered, Waiting, Active, In-active, On Break, Stunned
  + Bounties Owed - +1 after kill, -1 after re-buy
  + Total Bounties – simple counter
  + Target – ID of target player
  + Picture – clear pic required – Store in game or platform level?
  + Leaving Day/Time – Configurable time if player knows they are leaving early
  + Ping/Message data? – Keep pings and messages out of the public domain to minimize data updates

**State Requirements:**

* Matrix – Player Status vs. Allowable Actions
* Incorrect or Error States

**Technical Requirements:**

* TBD