



Software Requirements Specification for Bingo

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CS251: Phase 1 – A2M2

Project: Bingo (Multiplayer Distributed Game)

Software Requirements Specifications

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Software Requirements Specifications

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Document Purpose and Audience

- This document is the Software Requirements Specification (SRS) for Bingo Game. It is designed and written for stakeholders: professors and project developers. Its purpose is to describe the functional and non-functional software requirements.

Introduction

Software Purpose

- The goal of the project is to implement a board game known as Bingo. The game should be simple and fast. The final product is going to be integrated in the Main GUI application. It will allow players to play against others.

Software Scope

- The scope of the LOGIC component is to simulate a Bingo game between players (2, 3 or 4) maintaining the game state and by enforcing the rules of the game.
- The GUI component is the mean of interaction between the user and the game itself, and its scope covers the following aspects: visualizing the state of the game, letting the user make decisions and actions during the game and allowing the user to start a new game, or exit from existing game.
- As soon as the players enter the game's graphical user interface (GUI), they will be able to see a set of controls, each of them representing different functionalities of the game. The main window will also display: the square board, the player's scores, a button to make the announcements "Ready" and a button for leaving the game.



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Requirements

Functional Requirements

- Define players: take number of players and create the board to fill it.
- Define host: define which player will be the host and start connection.
- Starting game: by click the ready button the final board will appear to each player to start the game.
- Set number: set 25 number in deferent order.
- Arrange turns: in case of more than two players.
- Get number: take the number from the player.
- Update status: remove the number.
- Exchange turn: other players turn.
- Get winner: who won the game.