

Requirements and Analysis Document for KahIT

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September 2019

1 Introduction

KahIt is a fun and entertaining quiz-app for everyone that can elevate a party to the next level. *KahIt* is an app designed to make parties more fun by making people play and interact with each other. With this app the user will be able to play with friends by either hosting a game or joining someone's else game.

Give some background and explain the purpose of this application. Describe the functionality of the application. Describe the stakeholders of the project, highlight who will benefit from/use this particular application.

1.1 Definitions, acronyms and abbreviations

abc

Create a word list to avoid confusion and give a definition of every abbreviation you use in the document.

2 Requirements

2.1 User Stories

Use the template from the course website and list all user stories here. It is fine to have them in an spreadsheet (or other applications, such as Trello) at first, but they must end up here as well. These user stories should describe what the user will be able to do. Write the user stories in language of the customer, and give them a unique ID. List the user stories in order of priority. You need to annotate an user story whether or not it is implemented. We need to know which user stories are implemented, such that we can check this during the oral presentation.

2.2 Definition of Done

- All code clears all of its tests and is 100% covered.
- All code has relevant comments explaining its function and purpose.
- All public classes are documented with JavaDoc.

In this section you list the acceptance criteria that are common for all user stories. For example, the code should be reviewed and tested, it should be under version control, etc.

2.3 User interface

Include sketches, drawings and explanations of the application's user interface. Describe the navigation between the different views.

3 Domain model

Give a high level view overview of the application using a UML diagram.

3.1 Class responsibilities

Explanation of responsibilities of classes in diagram.

4 References

<https://developers.google.com/nearby/connections/overview>

List all references to external tools, platforms, libraries, papers, etc.