

SE 3XA3: Software Requirements
Specification
Zombie Survival Kit

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Table 1: **Revision History**

Date	Version	Notes
October 4, 2018	1.0	Added first changes to requirements doc
October 5, 2018	1.1	Initial Commit

1 Project Drivers

1.1 The Purpose of the Project

Creating an FPS game is not an easy task, and many aspiring game developers pick up a game engine but are unable to finish their projects due to the huge learning curve.

Zombie Survival Kit aims to support aspiring game developers by providing a fully customizable and easy to use starting ground for them to create the FPS game they dream of. Zombie Survival Kit shall also introduce video game players to game development.

1.2 The Stakeholders

1.2.1 The Client

The clients for Zombie Survival Kit as of this moment are the group members of Team 6, as well as the instructor and teaching staff of SFWR ENG 3XA3.

1.2.2 The Customers

The customers for Zombie Survival Kit would be video game players as well as aspiring game developers.

It is the game players who will be buying games created using Zombie Survival Kit, and new game developers will be using Zombie Survival Kit to try their hand at game development.

1.2.3 Other Stakeholders

1.3 Mandated Constraints

1.4 Naming Conventions and Terminology

1.5 Relevant Facts and Assumptions

User characteristics should go under assumptions.

2 Functional Requirements

2.1 The Scope of the Work and the Product

2.1.1 The Context of the Work

2.1.2 Work Partitioning

2.1.3 Individual Product Use Cases

2.2 Functional Requirements

3 Non-functional Requirements

3.1 Look and Feel Requirements

3.2 Usability and Humanity Requirements

3.3 Performance Requirements

3.4 Operational and Environmental Requirements

3.5 Maintainability and Support Requirements

3.6 Security Requirements

3.7 Cultural Requirements

3.8 Legal Requirements

3.9 Health and Safety Requirements

This section is not in the original Volere template, but health and safety are issues that should be considered for every engineering project.

4 Project Issues

4.1 Open Issues

4.2 Off-the-Shelf Solutions

4.3 New Problems

4.4 Tasks

4.5 Migration to the New Product

4.6 Risks

4.7 Costs

4.8 User Documentation and Training

4.9 Waiting Room

4.10 Ideas for Solutions

References

James Robertson and Suzanne Robertson. *Volere Requirements Specification Template*. Atlantic Systems Guild Limited, 16 edition, 2012.

5 Appendix

This section has been added to the Volere template. This is where you can place additional information.

5.1 Symbolic Parameters

The definition of the requirements will likely call for SYMBOLIC_CONSTANTS. Their values are defined in this section for easy maintenance.