

Lab 2 - PartyUp!

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Version 1

1 - Introduction

1.1 - Purpose

This SRS will describe what we are planning on making and describe what the main goal of the final result will be.

1.2 - Scope

The goal of this software is to bring gamers together so that they can play with people who want to do well at the game at hand. Mainly, the current way of matchmaking is randomized and there are gamers who want to play with people who they know will play the game. The benefits of this product is to have a centralized area for finding party members for any individual game.

1.3 - Glossary

Looking for Group: A feature that allows players to form a party with others semi-randomly

Matchmaking: The process of pairing players together in multiplayer games

Party: Players grouped together before matchmaking

Platform: Hardware you play a game on, such as, PlayStation, Xbox, PC, and Nintendo Switch

Rank: A symbol of player skill given by games e.g. bronze, silver, gold, platinum, and diamond

Toxic: Mean or otherwise very unpleasant player(s) or behavior

1.4 - References

Team Blue. (2025, October 29). Lab 1

Retrieved October 29, 2025 from

<https://docs.google.com/document/d/1clbmFy2ox7-0fLA5bqvPveRtJzqetB2iNAJFfuKv8qo/edit?usp=sharing>

1.5 - Overview

The remaining of the SRS is to describe the program that we are creating. It will describe a little bit more about the program and who we are designing it for. Also, it will tell about the main functionalities we are planning on adding.

2 - Overall Description

2.1 - Product Prospective

Our product will give gamers a centralized place for them to find team members for the games that they play.

2.2 - Product Functions

The main feature of our program is to create, find, or join a party listing. This will allow individuals to get to know what a team needs and any other details relevant to the game that they want to play.

2.3 - User Characteristics

Our software will have as simple as an interface that an average gamer will be able to use our software without any difficulty

2.4 - Constraints

N/A

2.5 - Assumptions and Dependencies

N/A