

Lab 2 (individual)- PartyUp!

Jon Fisher

CS 411W

Professor Thomas Valva

10/29/2025

Version 1

1. Introduction

1.1 Purpose

The purpose of this Software Requirements Specification (SRS) document is to describe the objectives, scope, and high-level requirements of the PartyUp! web application. This document provides a formal reference for the development team, project stakeholders, and testers, ensuring that all parties share a consistent understanding of the product's goals and behavior.

The SRS defines what the PartyUp! system will do, the conditions under which it will operate, and the constraints that influence its development and deployment.

1.2 Scope

PartyUp! is a browser-based matchmaking and social platform designed to help gamers find compatible teammates for online multiplayer games. The platform allows users to create or join parties using structured filters such as game title, platform, region, rank, and language.

The main objective of PartyUp! is to address the issues commonly found in random matchmaking systems—such as unbalanced teams, toxic players, and poor communication—by giving players a dedicated space to find teammates who share their playstyle, skill level, and communication preferences.

PartyUp! is accessible from any device with an internet connection and modern web browser, offering cross-platform functionality for PC and console users.

1.3 Definitions, Acronyms, and Abbreviations

- **Cross-Platform:** The ability for players using different gaming systems to connect and play together.
 - **Matchmaking:** The process of pairing players in multiplayer games based on criteria such as rank or region.
 - **Party:** A pre-arranged group of players who team up before entering a game.
 - **Platform:** The 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:** Uncooperative or otherwise very unpleasant player(s) or behavior
-

1.4 References

Team PartyUp! (2025, October 6). *Lab 1 – PartyUp! Product Description*. Retrieved October 29, 2025 from <https://www.cs.odu.edu/~411partyup>

IEEE Computer Society. (1998). *IEEE Recommended Practice for Software Requirements*

1.5 Overview

The remainder of this document provides an overview of the PartyUp! system's purpose, main features, users, and constraints.

Section 2 summarizes the system's perspective, primary functions, and user characteristics. Later sections of the full SRS (to be completed collaboratively) will define specific functional and non-functional requirements, performance expectations, and design constraints.

2. Overall Description

2.1 Product Perspective

PartyUp! is an independent web-based application designed to function as a matchmaking and community hub for gamers. It operates as a standalone platform accessible via modern web browsers without requiring additional installations or downloads.

The system architecture consists of three core components:

- **Frontend:** Built using React and Vite, providing a responsive and intuitive interface for browsing, filtering, and creating parties.
- **Backend:** Developed with Node.js and PHP to manage authentication, matchmaking logic, and communication between users and the database.
- **Database:** Implemented in MySQL to store user profiles, party data, and community content securely and efficiently.

PartyUp! connects users in real-time, allowing them to find teammates quickly and communicate effectively, enhancing the overall gaming experience.

2.2 Product Functions

The PartyUp! platform provides the following core functions:

- **Account Management:** Users can register, log in, and manage profiles that include gaming preferences and communication details.
 - **Party Creation and Hosting:** Players can host parties with specific titles, descriptions, and requirements such as rank, platform, and language.
 - **Smart Filtering and Search:** Users can search for or join parties based on detailed filters like region, role, or skill level.
 - **Cross-Platform Access:** The platform supports users on PC or console via any web browser.
 - **Community Interaction:** Includes a Community Hub for sharing guides, posts, and discussions.
-

2.3 User Characteristics

PartyUp! is designed for a broad range of online gamers who play cooperative or team-based games.

Two primary user types are defined:

- **Casual Players:** Individuals who play occasionally and seek a friendly, cooperative experience without strict performance goals.
- **Competitive Players:** Users focused on organized teams with defined roles, ranks, and strategies for ranked or tournament play.

All users are expected to have basic computer literacy and familiarity with multiplayer gaming terminology. No advanced technical skills are required to navigate the interface.

2.4 Constraints

N/A

2.5 Assumptions and Dependencies

N/A