Requirements, Design, and Plans

Group 16
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Sprint Plan

Week Of	Sprint Tasks
2-Apr	Front End (the base game itself)
9-Apr	Complete two player game, all basic features implemented
16-Apr	Implement Server/Client communication, maybe work ahead
23-Apr	User Login, profile, win/lose streak, leaderboard
26-Apr	Demonstration #2 TAs inspect Meeting Minutes document and record absences.
30-Apr	Friend list, chat, chat commands, last spot different color
7-May	Lobbies, chat in lobbies, tutorial
10-May	Final Demonstration TAs inspect Meeting Minutes document and record absences.

Software Requirements

2.1 Use-Case Model Survey

1. Game Tutorial
2. Team Mode
3. Make Account
4. User Login
5. List of Friends
6. Win/Lose Streak
7. Leaderboard
8. Turn Timer
9. Lobbies (games)
10. Lobbies (chat)
11. Chat Commands
12. User Profile Page
13. Last Moved Spot Different Color
14. Undo Button
15. User Choose Color
16. User Changes Shape of Dots
17. Multiple Graphs
18. Pick Random Board

2.2 Assumptions and Dependencies

The only real dependencies are between user stories 3, 4, 5, 6, 7, and 12. In order to do stories 5, 6, 7, and 12 we must first complete 3 and 4. These stories include letting users create an account and then login. This must be done before users can customize their profile and add friends and such. We also must complete 17 before 18.

It is important to note which User Stories depend on each other. This helped us complete our Sprint Plan.

High Level Design
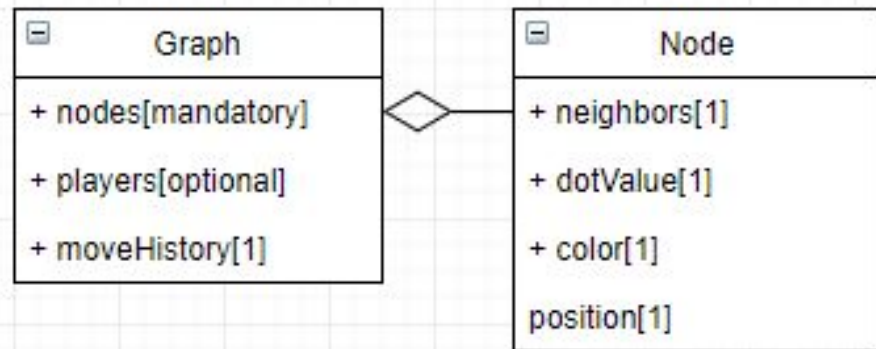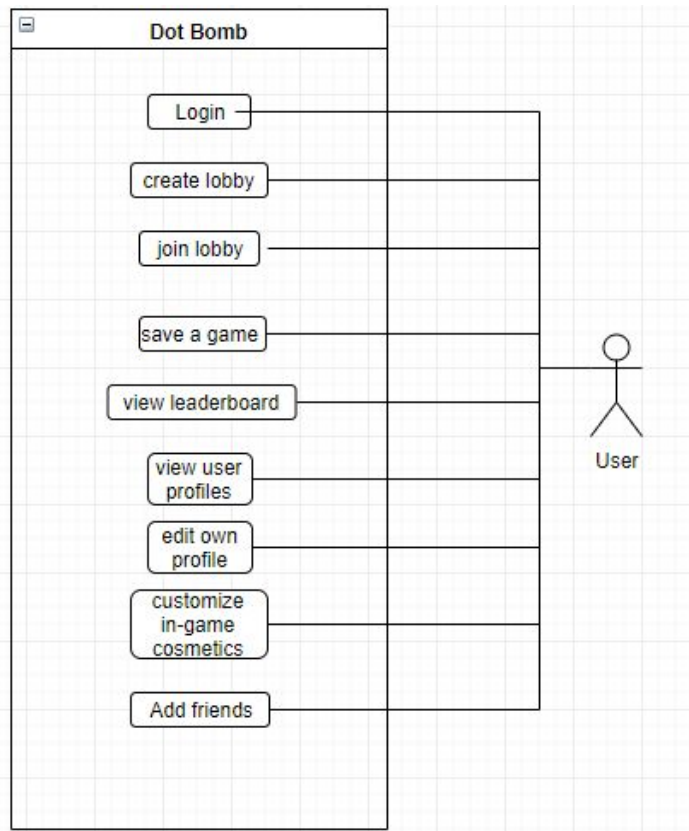
Configuration Management Plan

Version Number or Label	Features /Bug fixes Included in version	Remarks
Early access	Basic mechanics of the game with no customization	Administrators only
0.8	Additional functions added like color selection.	Public local
0.9	Login capabilities, profile page, and chat commands.	Online version
1.0	User can add friends and join lobbies.	Full version