

# Dot Bomb Software Requirements Specification For <Subsystem or Feature>

Version <1.0>

## Revision History

Date	Version	Description	Author
3/26/2018	1.0	Initial Document Completion	Nicole Roark

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# Software Requirements Specification

## 1. Introduction

### 1.1 Purpose

The purpose of this project is to create a user-friendly puzzle type game that will be fun to play and easily customizable based on user preference. Apart from actually playing the game, users can login, customize a user profile, have friends, and based on win/lose streak users can make it onto a leaderboard. Eventually, users will be able to choose between many different boards instead of just using the initial basic board provided with the first release of the game.

### 1.2 Scope

The scope of this document is to describe what all will be included in our final product on May 10th and what resources we used to reach this final product.

### 1.3 Definitions, Acronyms and Abbreviations

Graph - the theoretical layout of the circles and dots

Board - the actual Object created to represent the graph

Node - circular objects that have neighbors and dots, many nodes are on a single board

Dots - the objects that players place on their turn, dots are kept within circles

Neighbor - when two nodes are next to each other on the board, they are said to be neighbors

### 1.4 References

### 1.5 Overview

The final three sections will focus on an overall description of the game and the SRS document, specific requirements placed on our group by either our TA or our instructor, and finally any supporting information that you as the reader may need when viewing this document or playing our game.

## 2. Overall Description

### 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.

## **3. Specific Requirements**

### **3.1 Use-Case Reports**

#### **3.1.1**

Descriptions - This allows the user to access the tutorial and learn how to correctly play the game.

Actors - User

Preconditions - None

#### **3.1.2**

Descriptions - Allows two users to be on the same team and work together to win.

Actors - User

Preconditions - May need to wait until users have friends and accounts before letting them play on teams.

#### **3.1.3**

Descriptions - Allows players to create an account to let them save information and games and have friends.

Actors - User

Preconditions - None

#### **3.1.4**

Descriptions - Allows players to log into the account they previously created.

Actors - User

Preconditions - Must let users create an account before having them login.

#### **3.1.5**

Descriptions - Allows players to have a list of friends and possibly send messages to their friends.

Actors - User

Preconditions - People must make accounts before saving a list of friends.

#### **3.1.6**

Descriptions - Keeps track of how many wins and losses a player has and also if a player has a win or lose streak.

Actors - User

Preconditions - People must make accounts before keeping track of wins and losses

#### **3.1.7**

Descriptions - Lets players see how good (or bad) they are in relation to other users.

Actors - User

Preconditions - People must make accounts before being placed on the userboard

3.1.8

Descriptions - Limits the amount of deliberation a user has for each turn and cuts them off if they take too long

Actors - User

Preconditions - None

3.1.9

Descriptions - Allows people to join specific lobbies in attempt to find people to play with that are at the same skill as you or are interested in the same stuff

Actors - User

Preconditions - None

3.1.10

Descriptions - Allows people to chat specifically while in a lobby and only the members of that lobby can see.

Actors - User

Preconditions - Must first create lobbies before adding chat.

3.1.11

Descriptions - Lets users whisper to a specific user, check the tutorial, see list of commands, etc.

Actors - User

Preconditions - Must first create chat before adding chat commands.

3.1.12

Descriptions - Lets users customize a profile page specifically for them

Actors - User

Preconditions - Users must first make an account before having a profile page

3.1.13

Descriptions - Sets last moved position to a darker shade of the players character to help users decide where to move next.

Actors - User

Preconditions - None

3.1.14

Descriptions - Allows users to undo the last move made in case they made a mistake

Actors - User

Preconditions - None

3.1.15

Descriptions - Allows users to select from a slew of options for what color their moves will be

Actors - User

Preconditions - None

3.1.16

Descriptions - Allows users to select from a slew of options for what shape their dots can be

Actors - User

Preconditions - None

3.1.17

Descriptions - Lets user start games using a different graph for their game

Actors - User

Preconditions - None

3.1.18

Descriptions - Lets user decide to have a random board assigned to them for a game

Actors - User

Preconditions - There must be more than one board if users are to be assigned a random one

### **3.2 Supplementary Requirements**

Not included in any use cases is actually creating the base game itself. This is our main focus for the first week and maybe part of week two. Once this is done, we will begin working on user stories.

## **4. Supporting Information**

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