Requirements Analysis

## *Purpose:*

The goal of this project is create a networked version of Scrabble called “MyScrabble”. Upon successful completion of this project, an exciting game which keeps users engaged will be produced.

## *Intended Audience and Reading Suggestions:*

## This document is intended for the project team, developers and domain experts (The Lecturer). All members involved in the project should be familiar with this document.

## *Project Scope:*

* “MyScrabble” will be a multiplayer version of the board game Scrabble.
* Players will be able to challenge other players.
* Players will be able to challenge a computer player.
* Games will be able to support 2-4 players.
* Players will be able to create a game lobby.
* Players will be able to join a game lobby.
* The player will be able to connect to the game using a web URL.
* Players will be able to play the game on either a phone or a laptop/PC.

## *Assumptions:*

* The server will handle the game logic and communication between players.
* Players will be able to enter a lobby code to join a game.

## *Ambiguities:*

* There was some ambiguity around how networked the game had to be. Using the phone (Client) to connect to a host (Server) was found to be sufficient upon talking to the domain expert (Lecturer).

## *Definitions:*

* Player: A user that will play the game “MyScrabble”.
* Host: The server that all clients can connect to.
* Client: The player’s device, which they are playing the game on.