Politico - Functional Requirements

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Introduction

This document will look at the functional requirements of my final year project from the point of view of potential users. I will identify system users by their potential playstyle which will be used to outline what functionality needs to be in place to satisfy the requirements of any given playstyle.

As the project is a game and not a piece of software, modelling a certain kind of user is more difficult and as the only change to approach is through playstyle so, instead of modelling users and their use cases, I will be modelling specific playstyles.

Overall Functional Requirements

As this project is a game, by default there are some overall functional requirements that are shared among all users no matter their specific playstyle. These are outlined below:

- The user must be able to start a new game.
- The user must be able to save an ongoing game (either auto-save or manual).
- The user must be able to load/continue a game from an existing game save.
- The user must be able to progress to the next decision by clicking a button within the game (next turn button).
- The user must be able to make a Yes/No decision that affects their overall attributes.
- The user must be able to view information about any region in their nation.
- The user must be able to view how many decisions they have currently made.
- The user must be able to view the status of all their attributes.
- Upon losing the game, the user must be able to exit back to the start screen.
- Upon winning the game, the user must be able to exit back to the start screen.
- The user should be able to switch to a mobile device or a desktop device and have the same gameplay experience.

User Types

User who prefers a slow playstyle

A slow playstyle will usually be taken on by a user who has played strategy games before and likes to know *how* to play a game instead of randomly clicking around and figuring things out by chance.

Functional Requirements:

- A how-to guide upon starting the game

User who follows politics

A user who follows politics will most likely view the game by how accurate it is when it comes to political decisions.

Functional Requirements:

- List of decisions to be informed by real-world data

User who prefers a fast playstyle

A fast playstyle is most likely going to be adopted by most users which entails clicking around the game until they figure out how it works.

Functional Requirements:

- Exclude long-winded explanations as to how the game works unless the user has specifically triggered it.