# Cyberwitch SRS Feedback

1. This is a good start. I like that you put definitions in; that helps a lot for understanding. One thing about definitions: usually what you’ll see is the spelled out version of an acronym followed by the acronym in parentheses or square brackets. For example, “The Heads-Up Display [HUD] gives the player ……”
2. General comment: Delete the bullets where there are numbers, you don’t need both.
3. General comment: Most of the requirements are in the “will” statements. You need a bit more meat to things. Don’t be afraid to specify actual requirements; you can always iterate and add/subtract/negotiate with the customer in the next iterations.
4. The names for the CSC and CSU items listed for the CSCI breakdown in Section 5.2 don’t match the names in the rest of the document. This is inconsistent and causes confusion. This situation also makes me wonder if the “world selection menu” is really a subsystem to the “file selection menu”. Also, it the entire project \*all\* part of the “Top Level Menu”?
5. I’d say make the breakdown as:

* File selection menu
* World selection menu
* Core Game
* Platforming system
* …… [other systems]
* Camera system
* HUD
* Pause Menu
* Game over screen
* Settings menu
  + Controls
  + Sound

1. Requirement 5.3.1.1.1, the will statement: I think the World Selection Menu is intended to be at the same level as the File Selection Menu and the Settings Menu, right? It seems that way from the structure of the following requirements…
2. You indicate that the user can retrieve a saved game state, but I don’t see anywhere that you have provided the ability to save those game states.
3. Requirement 5.3.1.2.1.2, the second will statement: “…follow the player to the best of their ability.” *Whose* ability, the AI player? This isn’t clear. What other abilities will the AI player have? Specify more about this please.
4. Requirement 5.3.1.2.1.3: You specify each character has its own abilities, but you don’t say which player has which abilities in the bullet list that follows. Also, split the second sentence off into a “will” statement.
5. Section 5.4
   1. 5.4.1.1 – what is “reasonable”? That’s a weasel word… try to quantify this
   2. 5.4.1.3 – what is “responsive”? Weasel word…

# 8.0 out of 10 for this deliverable – incorporate these comments for full credit.