

Software Requirements Specification

for

Rune Telling Website

Version 3

Prepared by

Group Name: Rune Tellers

Samantha Deshazer
Julion Oddy
Daniel Belousov

011670519
011704697
011747698

Samantha.deshazer@wsu.edu
julion.odd@wsu.edu
daniel.belousov@wsu.edu

Date: 12/15/2020

REVISIONS.....	III
1 INTRODUCTION	1
1.1 DOCUMENT PURPOSE	1
1.2 PRODUCT SCOPE.....	1
1.3 INTENDED AUDIENCE AND DOCUMENT OVERVIEW	1
1.4 DEFINITIONS, ACRONYMS AND ABBREVIATIONS	1
1.5 DOCUMENT CONVENTIONS	1
1.6 REFERENCES AND ACKNOWLEDGMENTS.....	2
2 OVERALL DESCRIPTION	3
2.1 PRODUCT PERSPECTIVE	3
2.2 PRODUCT FUNCTIONALITY	3
2.3 USERS AND CHARACTERISTICS	3
2.4 OPERATING ENVIRONMENT	3
2.5 DESIGN AND IMPLEMENTATION CONSTRAINTS.....	4
2.6 USER DOCUMENTATION	4
2.7 ASSUMPTIONS AND DEPENDENCIES	4
3 SPECIFIC REQUIREMENTS	5
3.1 EXTERNAL INTERFACE REQUIREMENTS.....	5
3.2 FUNCTIONAL REQUIREMENTS	6
3.3 BEHAVIOR REQUIREMENTS	6
4 OTHER NON-FUNCTIONAL REQUIREMENTS.....	7
4.1 PERFORMANCE REQUIREMENTS	7
4.2 SAFETY AND SECURITY REQUIREMENTS	7
4.3 SOFTWARE QUALITY ATTRIBUTES	7
5 OTHER REQUIREMENTS	8
APPENDIX A – DATA DICTIONARY.....	9
APPENDIX B - GROUP LOG.....	10

Revisions

Version	Primary Author(s)	Description of Version	Date Completed
1	Samantha Deshazer Julion Oddy	Started	10/23/2020
2	Samantha Deshazer Julion Oddy Daniel Belousov	Worked on diagrams and added more onto Sections 2 and 3	10/30/2020
3	Samantha Deshazer Julion Oddy Daniel Belousov	Completed first draft Completed cleaned up formatting and grammar	11/6/2020
4	Samantha Deshazer	Top-level diagram, Appendix A, Appendix B.	11/6/2020
5	Samantha Deshazer	Updated diagrams, descriptions, and Appendix	12/15/2020

1 Introduction

Our goal for this project is to create a website that allows people to have rune readings and save specific information of the runes for certain days or certain question. This can be done with different spreads of runes and provide description of the runes. This section of the SRS document is to explain the purpose, scope, intended audience, and terminology that we will use for the SRS here and on the website.

1.1 Document Purpose

This SRS document is going to describe our entire project. The document describes the details of the product through the overall description, specific requirements, and other non-functional requirements needed for the project to work fully. We will also talk about the scope, intended audience, and certain terminology used within this project and SRS document as well. The overall description with the project will be for the perspective, functionality, certain user types, and implementation. The requirements for this are that of external interface, functionality, security, and performance/quality needed and implemented in the project.

1.2 Product Scope

This project is being developed for user entertainment within the browser. The purpose of the overall system is to take in user input and output a response, the user's fortune, which will depend on the date on which the program is being used. The features implemented will be within the browser's capabilities, such as use of cookies, JavaScript version and JavaScript enablement preferences set.

1.3 Intended Audience and Document Overview

The intended audience for this document would be 'The Professor', and 'The Graders', as they are the ones meant to view this. Secondly intended audience would be other students that wish to view this SRS document for examples of what to say or if they are curious about the project in itself. It is recommended to read this SRS Document in the order that is listed in the table of contents, as it goes from basic designs to more in-depth details about material. Any notes that do not fit in the sections provided will be within the #5 Other Requirements section near the end of the document.

1.4 Definitions, Acronyms and Abbreviations

- Spread – Different types of organization when pulling runes to interpret said runes in different ways. IE a single rune spread relies on pulling and placing one rune, while a past/present/future spread relies on pulling 3 runes and placing them in an order that of the name suggests.
- Runes - Small types of Nordic symbols that each have different meanings, both literal and metaphorical.

1.5 Document Conventions

Most formatting in this will be quite plain but will follow IEEE formatting requirements. We will be using Arial 12 font for our sections and make sure to keep it single-spaced as well. Margins will be 1 inch all around the papers, all in accordance of IEEE.

1.6 References and Acknowledgments

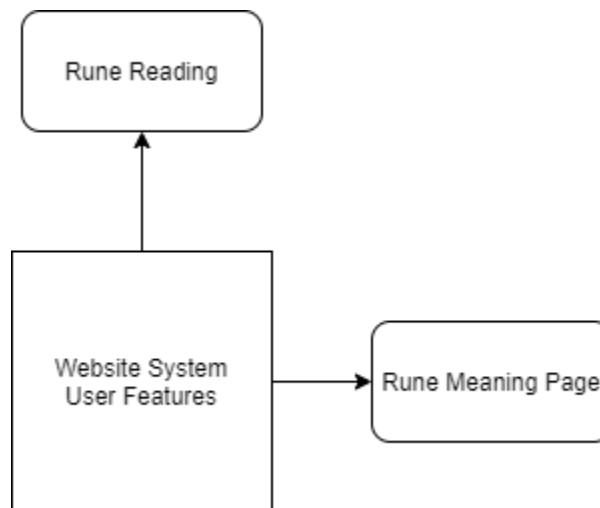
- Claris, "Meaning of The Runes," *Rune Meanings - The Elder Futhark*, 14-Jun-2003. [Online]. Available: <http://www.sunnyway.com/runes/meanings.html>. [Accessed: 06-Nov-2020].
- S. Wilcox, "Beginner's Guide To Rune Stone Casting," *Psychic Gurus*. [Online]. Available: <https://www.psychicgurus.org/rune-casting/>. [Accessed: 06-Nov-2020].

2 Overall Description

2.1 Product Perspective

This product is used for telling clients their random rune spread questions and/or their daily rune spread. This is a replacement to online tarot card or Horoscope readings. The product will be able to take in what spread the user wants to use and will spit out the number of runes needed for the said spread to tell the client their fortune. We will implement a feature using cookies so that we can serve them the same spread within a time period of 24 hours. This will disallow the user from just refreshing the page for a new spread. If it is a new request it will generate a new rune reading, if not, it will simply show the previous one.

The top-level diagram below shows all the user features that will be implemented for the system.



2.2 Product Functionality

- Clients/User can connect to the website.
- Clients may choose to get a randomly generated rune reading with different spreads.
- Clients may choose to get a daily reading with a spread of three runes.
- Clients may choose to view an information page about runes in general or specific runes.

2.3 Operating Environment

The product will work with Web-Browsers that have JavaScript functionality enabled. Essentially, nearly all computers with internet access should and could have access to this

product, so long as the computer can handle modern-day browsers. This includes Windows 8 and above as examples in this.

2.4 Design and Implementation Constraints

Limit wise, our restraints are timing & time related problems. All members of the system so far have total of 4-5 classes each, all taking exams throughout the semester, and other projects as well. Each week of work requires 1-3 homework as well due, 2-4 quizzes due, and an exam every-other week during the time of this project to maintain good standings of grades.

Another limit is the language programming knowledge, as the levels of knowledge varies from member to member. Consideration to improve on all member parts are being taken care of, but that gap will still be there no matter what due to experiences, learning capability, and again time.

2.5 User Documentation

There will be a brief introduction on the homepage describing the purpose and uses of the website, as well as a basic rundown of how to use it. There will also be a link at the end of this introduction to take them to a new page to continue reading about what the different runes and spreads mean.

2.6 Assumptions and Dependencies

There is an assumed factor of browser Cookies needed for the spreads to work correctly and not constantly be regenerated for new spreads. If clients clear their cookies constantly, then their rune spreads will change constantly too. We will not be translating the page so there is an assumption that the user can read and understand the English language.

3 Specific Requirements

3.1 External Interface Requirements

3.1.1 User Interfaces

User interface of this product will be simple designs of a website that allows transitions between pages and into the random generated section of the page. Runes should have a corresponding picture to go with them as well to show the client what they pulled. Making things look fancier is needed to the show shine and gloss for the project.

3.1.2 Hardware Interfaces

Different hardware interfaces can be that such as a computer or a phone that can access/format through google chrome websites, due to the simplicity of chrome's capability to allow ease of access. Chrome's library and logic works well for both PC and phone access, and we as creators of the product will use this to our advantage.

Hardware minimum requirements:

Display Monitor – it is recommended that the user has a high-resolution LCD monitor.

Input Device – The system requires a keyboard for input and a mouse.

Memory – Enough memory to run a web browser.

3.1.3 Software Interfaces

Software minimum requirements:

Web browser – such as Google chrome, Safari, Firefox, Opera or Microsoft Edge. For best results, Chrome is recommended.

Internet Access – required to access the webpage.

3.1.4 Communications Interfaces

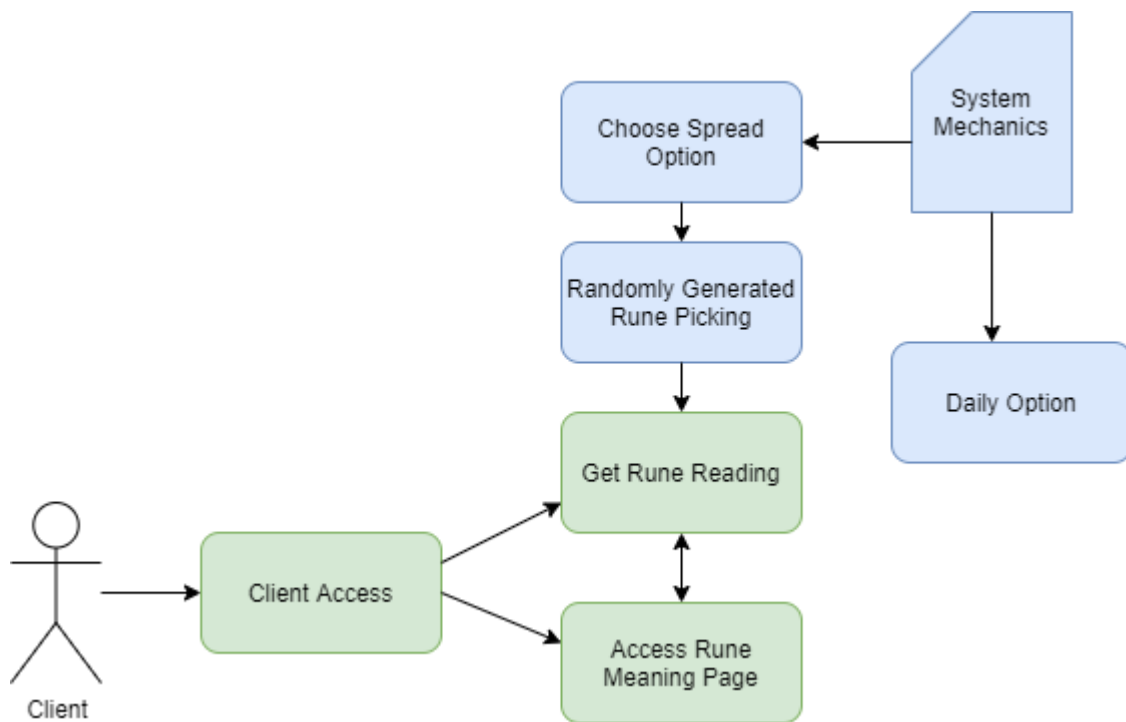
A web browser is required to communicate to and from the server to the client. Cookies are also needed consistency of rune readings to work correctly. If a client clears their cookies, their rune spreads will change.

3.2 Functional Requirements

Functional requirements are the ability to create a random number through the number of runes in the product, to where it can be displayed with the corresponding the rune and explain the meaning of the runes. There should also be a page based on solely information of all of the runes in one given location. Another functional requirement for this is to allow the browser to save a cookie for rune spreads to view the same reading for 24 hours.

3.3 Behavior Requirements

3.3.1 Use Case View (DRD)



The client will visit the rune reading page or the rune meaning page, the client has the option to choose a spread and get a randomly generated spread. The client has the option to get a daily reading as well.

4 Other Non-functional Requirements

4.1 Performance Requirements

1. Any response from the server should take no more than 2 seconds to be sent
2. Any received information from the server should be displayed/rendered on the page in less than 10 seconds

4.2 Safety and Security Requirements

For our product, there is no loss specifically for the user when using the product. The only thing requiring some sort of security, simply as a note, would be the website using a cookie to save a value for each new rune spread to keep said rune reading available for 24 hours without generating a new one. This does not need any focus and will not cause any harm for the users if accessed.

4.3 Software Quality Attributes

The use of Google Chrome and website HTML/Javascript will allow the website to be used both on PC-Computers and modern smart phones that have the google chrome app. This will allow it to be very available to a large audience of people.

The reusability of the product is up to the belief of the user, as in if they believe in fortune readings or wish to learn about the rune process.

Our attempt at correctness will be that of the runes meaning, into which they will be what they are meant to be without any editing to the original meanings.

The learning curve will be heavily simplified due to the introduction on the homepage as well as the various other informative pages we will have for every rune.

Appendix A – Data Dictionary

SRS	Software Requirement Specification.
DFD	Data Flow Diagram.
Developers	A-Team.
User Client	Anyone accessing website.
Browser	Software to browse online content.
Windows	An operating system by Microsoft.
Mac-OS	An operating system by Apple.
Linux	An open source operating system.
Android	A mobile operating system, distribution of Linux.
Runes	Virtual Nordic symbols that each have different meanings, both literal and metaphorical.
Spreads	Organization when looking up runes to interpret each rune in different ways.

Appendix B - Group Log

(Discord)

10/23/2020 10:00AM – 11:00AM meeting via voice chat.

Samantha sharing screen of this document and the example document. Julion and Daniel Discussed which document sections corresponds to what we will be doing for our project. Brainstorming of what constraints our project will have.

(Discord)

10/30/2020 3:00 – 4:00PM meeting via voice chat.

Worked on 3.2 case diagram (Julion) and added more onto Sections 2 (Julion) and 3 (Samantha, Daniel, Julion).

(Discord)

11/6/2020 12:00PM – 1:00PM meeting via voice chat.

Worked on 2.1 Features diagram (Samantha), corrected 3.2 case diagram (Daniel, Samantha), finished section 4 (Julion, Daniel, Samantha), Added to Appendix A (Samantha). Correct Grammar (Daniel).

(Discord)

12/15/2020 3:00PM – 4:00PM meeting via voice chat.

Updated diagrams, descriptions, and Appendix (Samantha).