POKER LOG
MOBILE APPLICATION

SOFTWARE REQUIREMENTS SPECIFICATION

Verison 1.0

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1 Introduction

1.1 Purpose

This software requirements specification is intended to provide a complete and working description of the Poker Log application. It contains both the functions of the software to be made as well as detailed, specific requirements. This document's expected audience is the client Dr. Corey Dunn of the Department of Mathematics; This project will be done as part of the requirement for CSE 455 (Software Engineering) under Dr. Concepcion.

1.2 Scope of the Project

The software is to be designed for use by the client and his peers during his poker weekends. The application will be designed with the primary goal of assisting the client in keeping track of all money bets and leaderboard statistics of an all weekend poker event. The software will contain a number of tools to assist the client in doing arithmetic and keeping track of a database of players and there individual bets. It will be able to keep a contact list and impost those contacts into sheets.It will Keep track of Star counts and side-bets. The application will be designed for the Android Operating System in this Iteration. This application will not have remote server access or web server access for this iteration, nor will it have an admin user mode.

1.3 Definitions, Acronyms, and Abbreviations

ADK Android Development Kit
> An environment designed for the purpose of developing a specific type of application (In this case Android), containing tools and code libraries that facilitate development.

Client
> Dr. Corey Dunn of the Department of Mathematics

CSS Cascading Style Sheet
> A language designed for creating the graphical style of a web page.

DB Database
> Implies Sqlite as the database engine & language

HTML Hyper Text Markup Language
> The dominant description language for the frontend display of web pages.

Java
> An object oriented programming language that allows execution of application logic in Android

MB Megabyte
> A unit of memory, equivalent to roughly 1 million bytes.

PHP PHP: Hyptertext Preprocessor
> A programming language purposed for developing application logic for web sites.

QA Quality Insurance
> The team responsible for verifying that the application produced by the software team meets its requirements.

RAM Random Access Memory
> A type of computer memory used for fast access during program usage.

SDK Software Development Kit
> An environment designed for the purpose of developing a specific type of application, containing tools and code libraries that facilitate development.

Varnish, Cache
> Data that is stored either locally on the mobile device or in the server's memory for the purpose of fast access.

Xcode Software Development Kit for IOS
> An environment designed for the purpose of developing a specific type of application, containing tools and code libraries that facilitate development.

1.4 References

- IEEE 830-1998 Recommended Practice for Software Requirements Specification

- UML Distilled: A Brief Guide to the Standard Object Modeling Language (3rd Edition) -Author: Martin Fowler

- Student Advising Sample SRS

1.5 Overview

This document is organized into two different sections. The second section describes the mobile application including interfaces, usability requirements and constraints. The third section contains detailed requirements regarding the actual implementation of the mobile application.

2 Overall Description

2.1 Product Perspectives

The application will have the following primary features and characteristics:

- Android & IPhone* compatibility

- Player Information

- Addition and removal of players from a roster

- A sheets page for individual days of poker, tracking bets chips and stars

- A final tally page with final scores bets and money for each player

- A star Tracker, allowing set of star amount, and leader-board Characteristics

- Able to leave notes on specific stars to look back at*

- Able to trash talk other players*

- A contact form

- Administrative mode*

- Backup and sync to a server*

While this list is complete, not all features will necessarily be implemented. Anything with a * is not intended to be functional during winter quarter
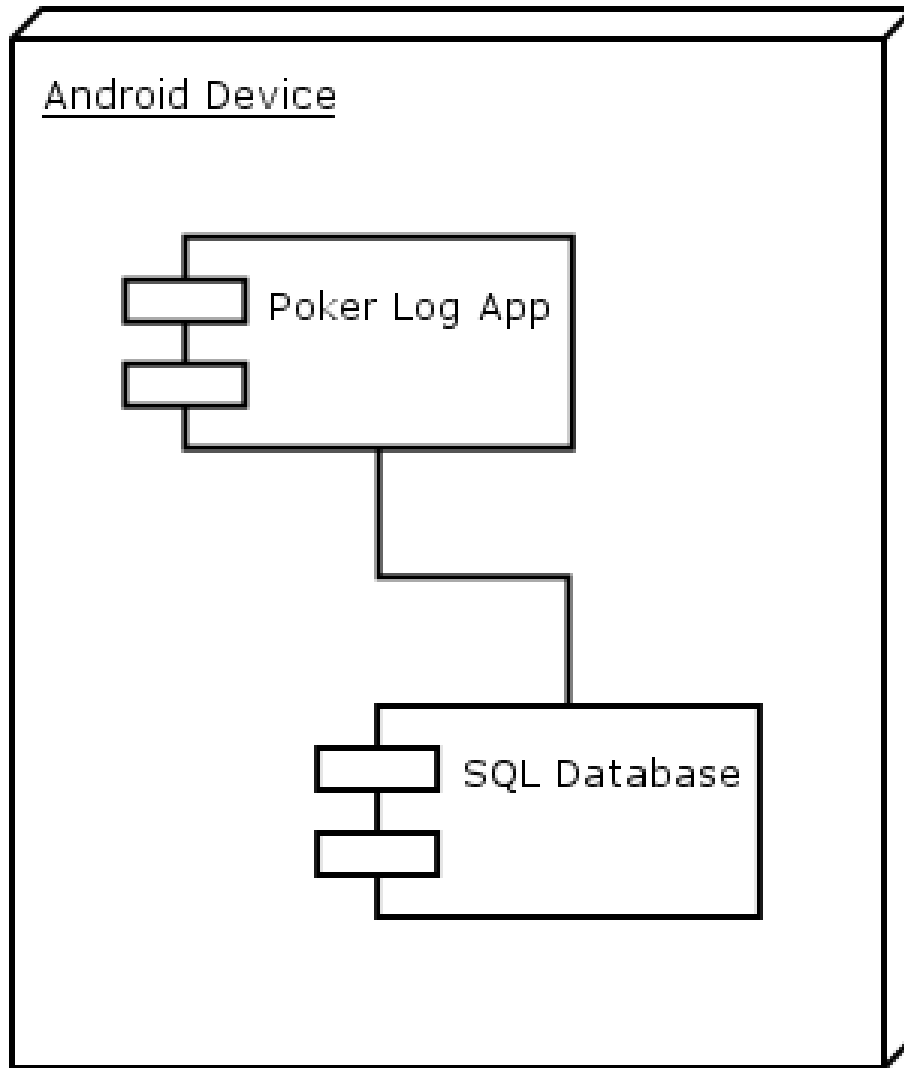
Figure 1: Poker Log App Deployment Diagram

2.1.1   System Interfaces

The mobile application software will run the user side interfaces and arithmetic for the tasks at hand. The Sqlite local database will be used to store data about contacts, sheets and stars.

2.1.2   User interfaces

We will add a home screen with menu options that will open up additional screens with varying functionality and options. Users primary log creation options to include either chips or "stars" an option requested by the client. Graphical user interface features and styles to be monitored and approved periodically as requested by client. The UI will need a leader-board like function to show stars, it will need a contact list and contact creator to create and list contacts, and it will need a sheets page which will keep track of chips, money and side-bets. The sheets page will include buttons for adding and removing players, as well as adding and removing chips, money and side-bets.

2.1.3 Software interfaces

For the initial prototype we intend to release only on android devices only. This requires us to use android studio which utilizes the Java programing language.

2.1.4 Communication interfaces

In order to initially download the application you will need access to an internet connection this can either be a wired or wireless connection. After the initial download an internet connection will no longer be required to run the application.

2.1.5 Memory

For ease of performance, there are a couple memory constraints.

- The application will not exceed 50MB of RAM.
- The application will use no more than 20MB of disk space.
- The Database will grow as the client adds entries, but it should never exceed memory proportions.

The actual values will vary depending on the operating system and phone.

2.1.6 Operation

This application will be able to run 24 hours a day 7 days a week 365 days a year.

2.1.7 Site adaptation Requirements

Not Applicable to this Application
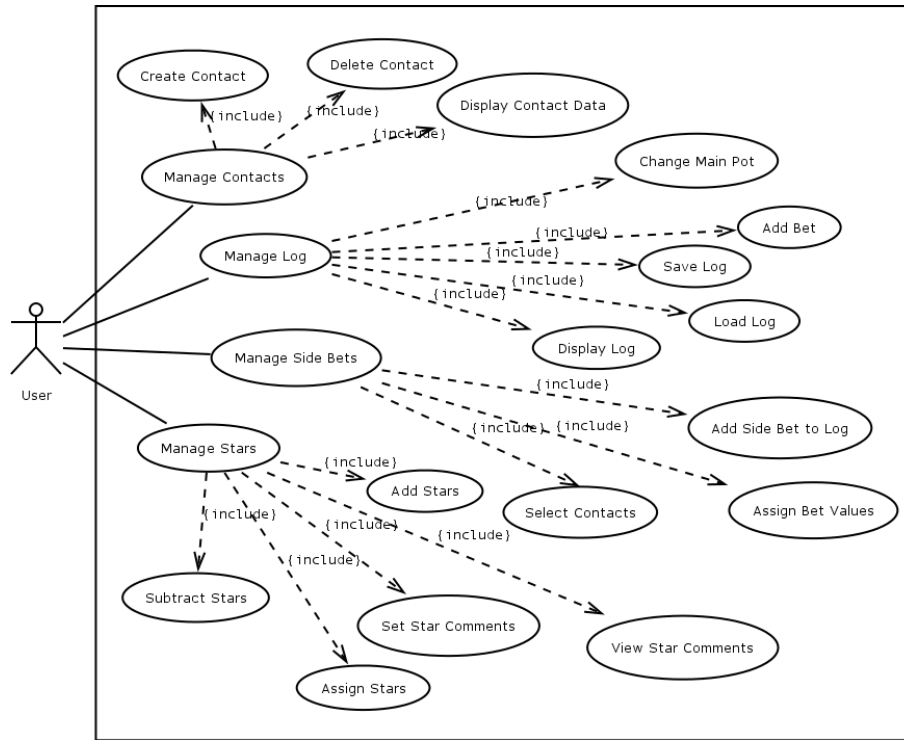
2.2 Product Functions

Figure 2: Poker Log App Use Case Diagram

2.3 User Characteristics

The Typical User of this Application will be The Client: Dr Corey Dunn, and his Friends whom he refers to as college buddies. These Users are assumed to know each other quite well and get along. They are also presumed to all be college educated as they are referred to as "college buddies."

2.4 Constraints

Normal usage of the device will require a mobile application: either tablet or phone. Supported operating systems will be Android 4.03+ and iOS 5.0+. Older versions of these operating systems will not be supported.

2.5 Assumptions and Dependencies

The application will depend on the following technologies:

- Android 4.03+ or iOS 5.0+
- PHP 5.4+
- Sq-lite
- Java

3 Specific Requirements

3.1 External Interface Requirements

Application will require both a database and a host application on an android device. The host application will query the database whenever data needs to be saved or retrieved.

3.1.1 User interfaces

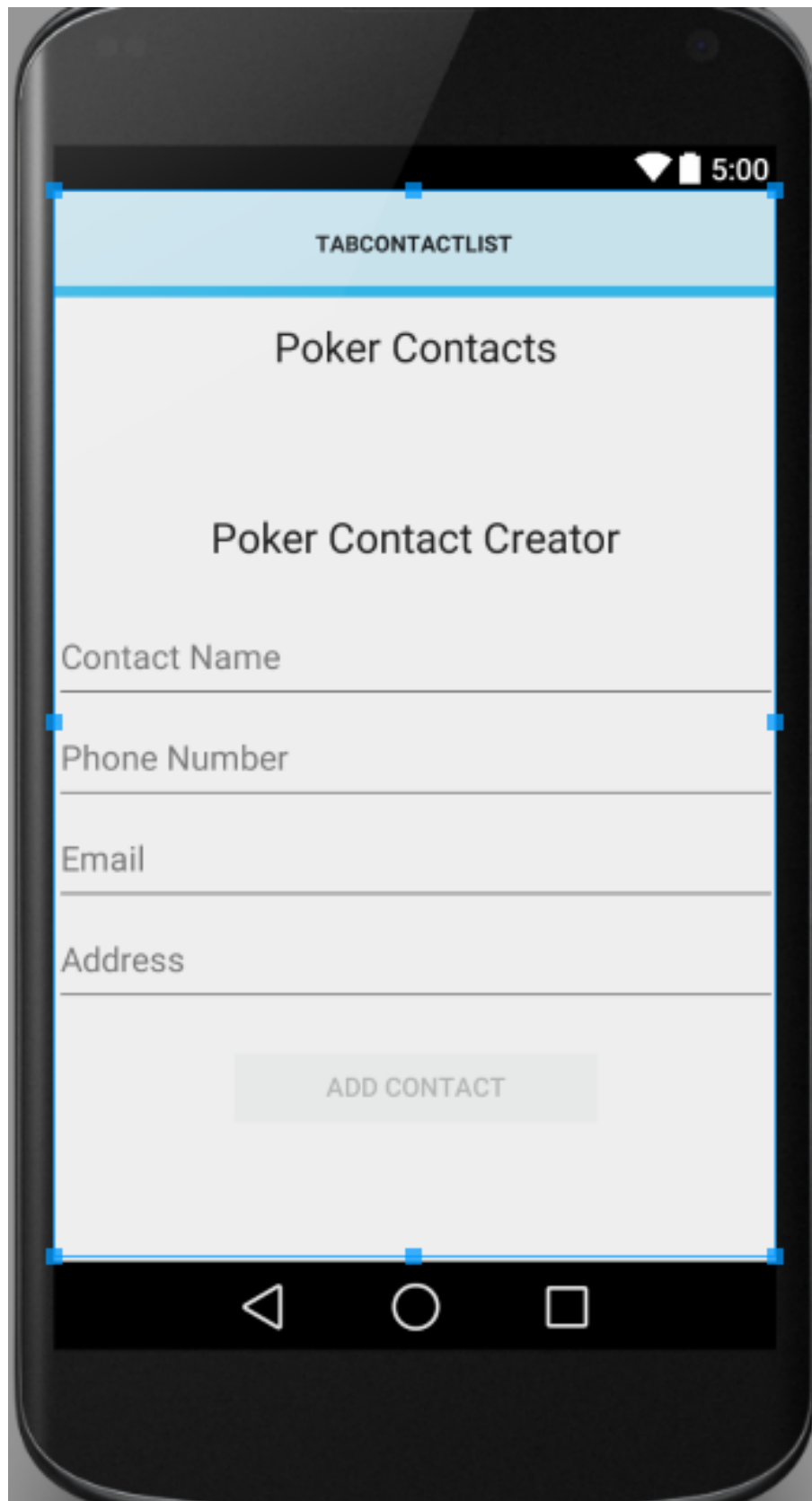Figure 3: Poker Log App Stars Interface

Figure 4: Contacts Interface

3.1.2   Hardware interfaces

An Android 4.03+ compatible device will be required to run the application.

3.1.3   Software Interfaces

Android 4.03+

3.1.4   Communication Interfaces

The Application will not require any Communication Interfaces in this Iteration

3.2   Functional Requirements

1. Player Information

2. Player/contact storage

3. Form to create/add players/contacts

4. Sheets

   - Keeps track of chips in front of player
   - Keeps track of chips taken from pool
   - Keeps track of Stars
   - Keeps track of side-bets
   - Able to leave notes on individual stars*

5. Server Sync*

   - Keeps all players in sync
   - Allows for messages sent between players
   - Stores sync Database

Functions marked with * are not guaranteed to be completed by end of quarter.

3.3   Performance Requirements

The application will up within 5 seconds across all devices.

All application functions will respond within 50 milliseconds. Examples of application functions are pressing buttons, swiping the sidebar, and keyboard input.

3.4   Design Constraints

Graphics will be designed to scale for both tablet and phone sized devices for an equal experience.

The application is to look and feel friendly and usable to the Client

3.5 Software System Attributes

The system needs to be an Android device which has not been modified in anyway, This is to ensure that the application remains stable

3.6 Other Requirements

There are no Other Requirements