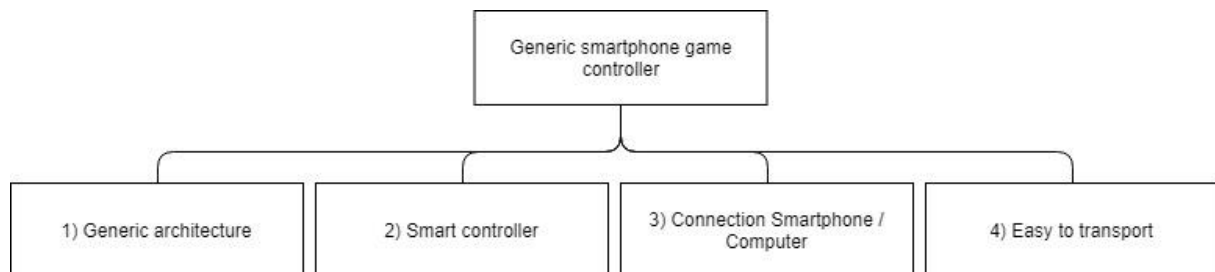


Project Requirements for Together

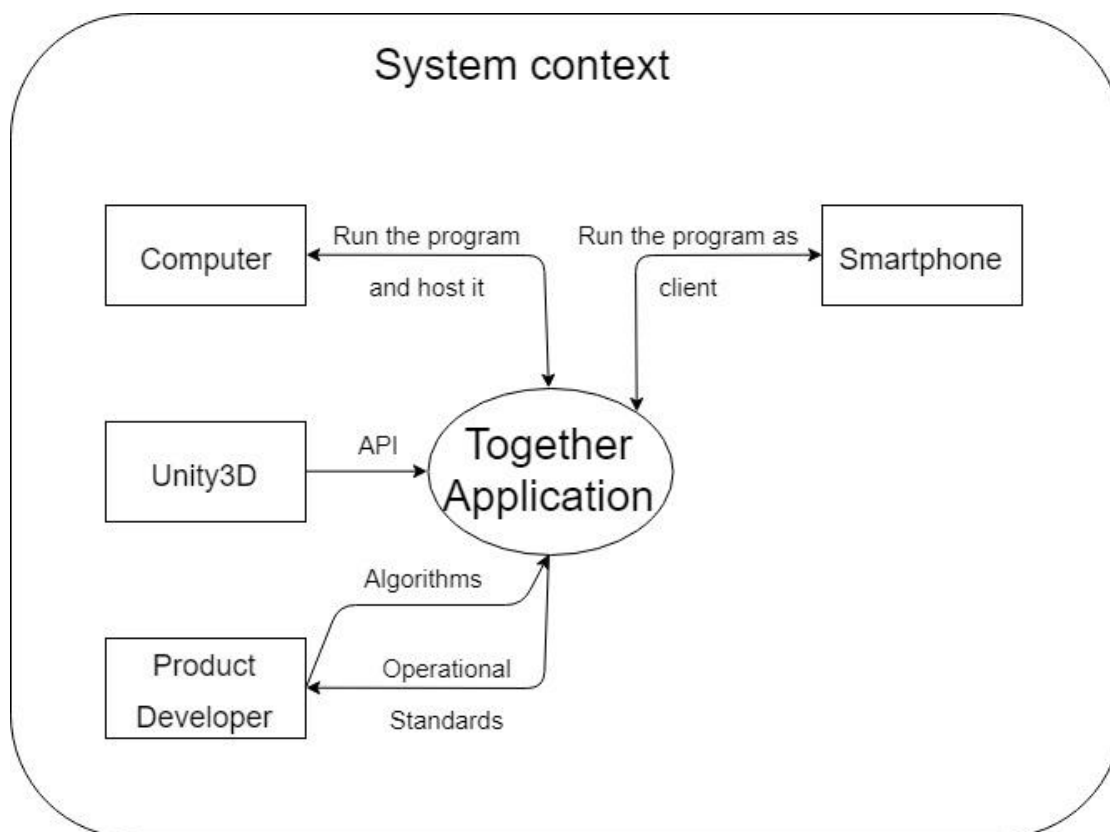
Vision

Creating a generic gaming software/platform/library which will use a computer/tv screen as the view and smartphone as a controller to allow people to play together at video games without having to carry, or buy, a heavy controller. Most of the people have a smartphone which can be used as a substitute and can even be made "smart". This library will allow games to be easily built with its component (network, controller, ...).

Goals



System context



Legend and additional information:

Table columns definition

- Nr := identification number
- P := Priority (3 levels expressed in with numbers: 1;2;3)
- V := Variability (3 levels expressed in with numbers: 1;2;3)

- C := Complexity (3 levels expressed in with numbers: 1;2;3)
- R := Risk calculated from {P;V;C} (numerical value)
- Status := planned (will be done) / stand by (nice to have) / done
- Goals := goals reference(s)

Functional Requirements

Number	Description	Status	P	V	C	R	Goals
1	Connection						
1.1	Connection from smartphone to computer.	Approved	3	1	2	1.83	3
2	Build generic						
2.1	The system must be designed to allow for optimal extensibility and reusability.	Approved	3	3	3	3	1
3	Extendable						
3.1	Dynamic HUB which accept new games	Approved	2	1	3	2.17	1
4	Smartphone possibility						
4.1	Exploit the components of the smartphone to deepen the singularity of the concept.	Approved	3	1	1	1.33	2
5	User Interface (UI)						
5.1	Design and implement a UI that allows the user to interact with the system on smartphone using touch technology.	Approved	3	1	1	1.33	2
5.2	Design and implement a UI that allows the user to interact with the system on computer.	Approved	3	1	1	1.33	-

Technical Requirements

Number	Description	Status	P	V	C	R	Goals
1	Software						
1.1	C#	Approved	3	-	-	-	-
1.2	Unity3D 2018.3.7f1 or lower 2018 version.	Approved	3	-	-	-	-

5.3 Quality Requirements

Number	Description	Status	P	V	C	R	Goals
1	Platform compatibility						
1.1	Compatibility with Android / Apple phones	Approved	2	1	2	1.83	-

Stakeholder Descriptions

Thesis advisor

Prof. Dr. Hudritsch Marcus

Interests:

- The project owner wants to satisfy the users
- The game should be windows runnable

Product owner / Development team

Flückiger Quentin

Interests:

- The development team wants to develop a way to link people through their hobby of playing on their smartphone

User

Everyone who wants to experience multiplayer cross-platform mobile game.

Interests:

- Spending an enjoyable time playing the games.