

Business Requirements Specification(BRS)

Secret Boss Games LLC

1. Introduction

1. Business purpose

Upon reflecting on the last manufacturing shipment costs and tariffs, there became a desire to reduce the overall production costs of the company's Reforge game series. By eliminating the need for physical dice in their products, they will be able to manufacture the products in the USA, reducing before mentioned shipping and tariff expenses.

The purpose of making these business changes is to offer digital options for customers without physical dice (product) to eliminate tariff expenses and lower the price of product manufacturing.

Exact savings has yet to be determined. The decreased production costs should result due to decreased shipping costs (lower weighted units), and lower fulfillment center costs (less space taken up).

2. Business scope

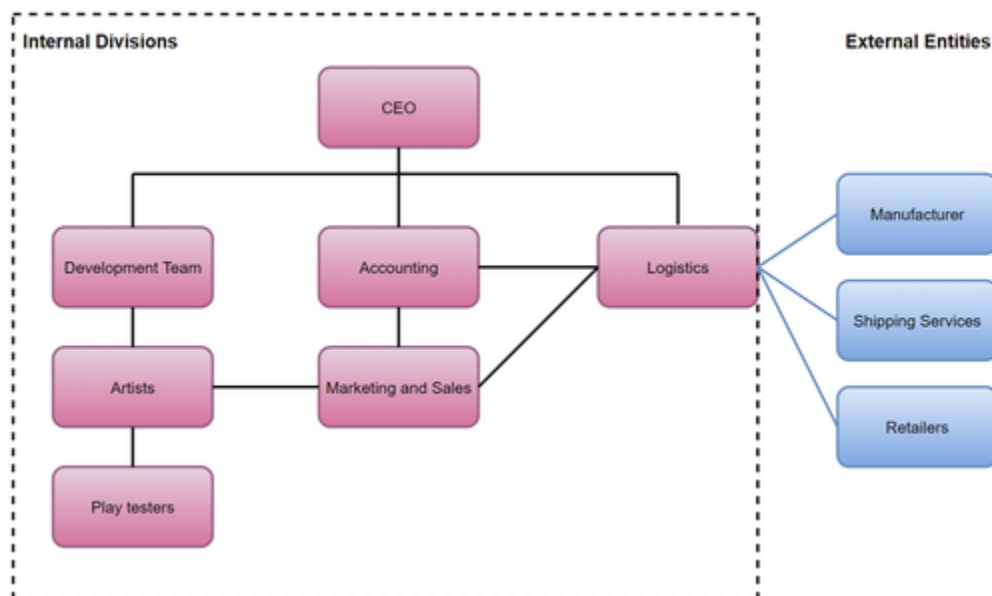
Business Domain: Game Development

Range of business activities included in the business domain concerned:

Divisions of Organization	External Entities
CEO	Manufacturer
Accounting	Amazon / Retailers
Logistics	Shipping (UPS/USPS)
Marketing /Sales	
Artists	
Development Team	
Play Testers	

The new system that is being developed will affect the activities of the development team, marketing, manufacturing, and playtesters directly.

3. Overview



4. Definitions

Playtest - the process by which a game designer/tester, tests a new game for bugs and design flaws before releasing it to the market.

RPG - a role-playing game. A game in which players assume the roles of characters in a fictional setting.

5. Major stakeholders

Secret Boss Games - major decision-maker on the project.

Development team - responsible for the design, development, testing, and deliverable of product.

Artists - supply all art assets for the project.

Customers - product satisfaction will have a direct impact on the success metrics and future business decisions.

2. References

- Contact: Stephen Royka (Owner of Secret Boss Games)
- Company website: <https://www.secretbossgames.com/>
- The manufacturer used for all Reforge products is [AdMagic](#)

3. Business management requirements

1. Business environment

Consideration will be given to the possible influences that external and internal environmental factors may have on the business and as a result the system. The tariffs and shipping costs may fluctuate and affect the business decisions. The market trends for tabletop games will also influence the system to be developed or changed. Available technology and the means to implement it should also be acknowledged.

2. Mission, goals, and objectives

To allow for the manufacture of products without physical components that can be offered in a digital manner. The offer of digital options for customers without physical dice (product), to eliminate tariff expenses and lower the price of product manufacturing.

3. Business model

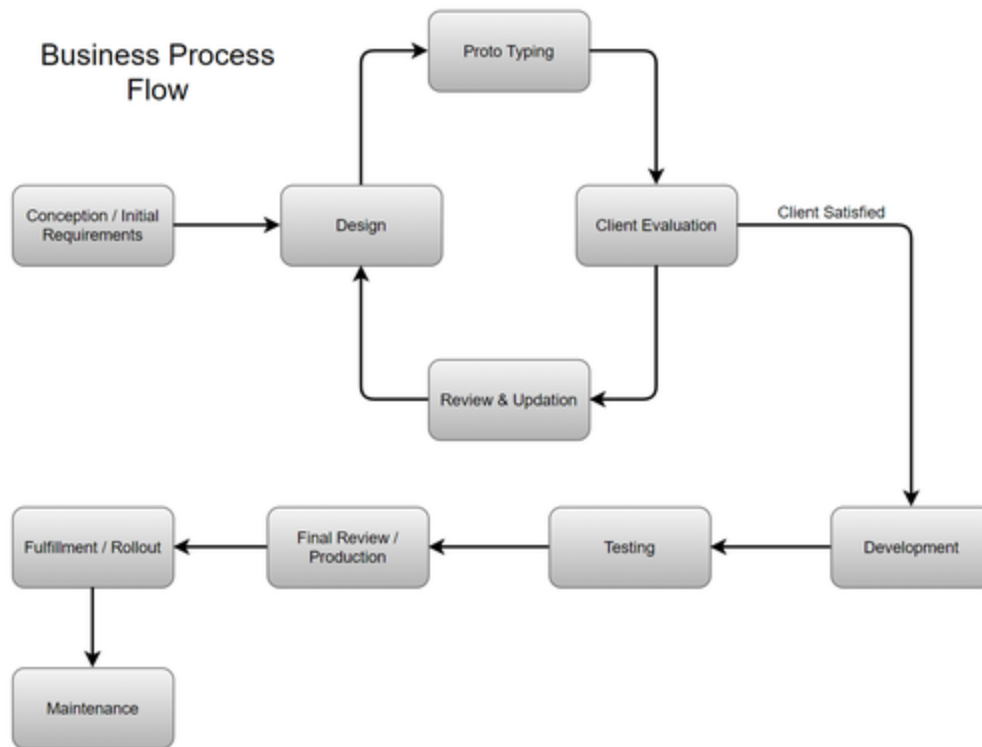
To achieve the business mission the system to be developed shall adequately replace the need for physical dice product within the boxed product for the new run of Reforge games. This will decrease manufacturing costs, thus increasing revenue.

4. Information environment

- a) Open and frequent communication within the project team will be done using Microsoft Teams, and all information concerning the project may be accessed through shared google docs folders.
- b) Project portfolio – concurrent projects are logged in a GitHub repository.
- c) Long term system plan – when common system infrastructure or architecture has been decided or planned, it should be described as constraints on possible design decisions.

4. Business operational requirements

1. Business process



1.Conception/ Initial Requirements - The development team and the client will hold meetings to discuss what is needed in the solution.

2.Design - The design process will be done by the development team, who will work closely with the client.

3.Proto Typing - The project will be done following an agile methodology, where the client will receive working prototypes along the way so that they may give feedback.

4.Client evaluation - The client will be presented with the prototype for evaluation and validation.

5.Review & Updation - Any client concerns or changes will be reviewed and assessed for potential impacts to the project. Before the development process begins, the design should be approved by the client.

6.Development - The development team will construct the system solution following the requirements agreed upon.

7.Testing - Testing will be done extensively by the development team, as well as having some end users beta test the system solution.

8.Final review / Production - Once the finished system solution is viable the client will be presented with it for validation. Upon approval, it will be set for release.

9.Fulfillment / Rollout - The system solution will be released by the client.

10.Maintenance - The maintenance and support for the system solution will be done by the development team.

2. Business operational policies and rules

1.Contract of work - Before any persons that are independent contractors or freelancers start work on a project, they must first sign a contract that stipulates their conditions of employment and compensation.

2.Inclusion and Diversity - All members of the team shall foster an inclusive and diverse working environment. Discrimination of any kind is not allowed.

3.File sharing - All file sharing is done through google drive, with specifically designated folders. Software application projects will also use Github for collaboration and version control.

4.Open communication policy - There will be open meetings where the expectations of all team members are made clear to everyone and everyone has the opportunity to make their expectations clear to the team.

5. Integrity Policy - All members of the team are expected to follow the company's integrity policy which can be found in the HR google docs folder.

6. Art assets - All art formatting must be done in Adobe Illustrator or Photoshop, and follow the designated size and formatting guidelines that are project-specific. These specifications can be found in the corresponding project folder on google drive.

3. Business operational constraints

The process of conception and design must be completed within the time frame given so that development begins by mid-February. The product shall be ready by the given date that the new Reforge game will be shipped.

4. Business operational modes

In the case of unforeseen events that may prevent or delay the project, the client will immediately be notified of the situation. What can be done will be done as long as safety allows. In the case of heavy schoolwork, the development team may extend the release date up to but no more than 2 weeks.

5. Business operational quality

Design and development will be given priority followed by testing when it comes to the business processes.

6. Business structure

The development team, artists, testers, and marketing/sales divisions will be directly relevant to the system directly.

5. Preliminary operational concept of the proposed system

5.1 Preliminary operational concept

a) Operational policies and constraints - Time constraints coincide with the planned fundraising for the new physical Reforge game. Scheduled roll out for the beginning of May 2021.

b) Description of the proposed system - The proposed system will be cross-platform. It will allow the user to roll an assortment of simulated dice that are needed for the game. It will also keep track of the user's health score. It will contain a copy of the physicals games rules and a link to the business website.

c) Modes of system operation - Mobile app. The system will allow for cross-platform use.

d) User classes and other involved personnel - CEO, Developers, Artists, Testers, Users.

e) Support environment - User issues about the system will be addressed by the company, through email.

5.2 Preliminary operational scenarios

*Superscripts denote which part of the business process each statement takes place.

The development team and the client will hold meetings to discuss what is needed in the system solution through Conception/ Initial Requirements¹.

The design² process will be done by the development team, who will work closely with the client.

The project will be done following an agile methodology, where the client will receive working prototypes³ of the system solution along the way so that they may give feedback.

The development team will construct the system solution following the requirements agreed upon in the development⁶ phase.

Testing⁷ will be done extensively by the development team, as well as having some end users beta test the system solution. Potential end-users will also be involved in beta testing.

The maintenance¹⁰ and support for the system solution will be done by the development team.

6. Other preliminary life-cycle concepts

6.1 Preliminary acquisition concept

Acquiring the solution will be done first through the elicitation of requirements from the client and the solicitation from some end users to get an idea of what they would like to see in a digital solution. The requirements will be discussed with the client and documented. The design phase will begin once the client has signed off on the requirements. After the design, a mock-up of the solution will be given to the client for approval. Depending on the approval production will start. An agile methodology will be followed and there will be milestones at which time the client will be presented with a working prototype to verify that the system is meeting the before agreed-upon requirements. In the case that a requirement must be added or changed, a meeting will be held with the client and the development team to discuss the potential impact on the project.

6.2 Preliminary deployment concept

The system solution will be thoroughly tested and presented to the client for validation. The finished system solution will then be introduced into operations through mobile app stores, coinciding with an increased ad campaign.

6.3 Preliminary support concept

After the system solution is deployed any issues concerning operating, engineering or maintenance will be handled by the development team. Any customer issues in regards to training or general customer support will first go to the client. If the issue requires a more technical solution it will be sent over to the development team.

6.4 Preliminary retirement concept

The removal of the system from an operational phase and into retirement will be done by the development team. Proper notice will be given to any current users.

7. Project Constraints

Constraints on the project include the specified timeline the client requested. That there needs to be a deployable product by the beginning of May 2021. The project will also use technology that is new to the development team which will need to be taken into consideration. The development team is also currently comprised of only one individual. The company is small and many operations are performed by a single person. The delivery of the product solution must also be considered to keep the project within cost.