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Project 6

Date Nov 3

Requirements Analysis

As a user, I can enter the row and column to decide the size of the board.

As a user, I can set the win number to win the game

As a user, I can enter at least two players.

As a user, I can enter at most ten players

As a user, I can choose the character that I want and it would be uppercase.

As a user, I can choose use fast way, or efficient way.

As a user, I can enter the row of GameBoard to decide which row I want to put letter in.

As a user, I can enter the column of GameBoard to decide which column I want to put letter in.

As a user, I can view the GameBoard to see the data in.

As a user, I can see what character at the position, so I can make next decision.

As a user, I can click the button the put the letter in.

As a user, I can marker character in empty space to win the game.

As a user, I can play again to restart game.

As a user, I can click the button to start the new game.

The system must be usable by all users.

The system must be able to run without requiring major maintenance.

The system must be able to respond to user input quickly. The system must be coding in Java.

The system must run on Unix.

User data must be protected to comply with FERPA.

The system will notify the system administrator if the input data source is corrupted. The system must be flexible.

The system must be adaptable.