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* Introduction
  + This section is to outline other items that are not addressed through our system. While our system is not as concerned with hardware requirements, there must be some minimum specifications required in order to run our game.
* Features List
  + N/A
* Functionality
  + The game data will be backlogged so that the system administrator will be able to review them at a later date.
  + All users will be authenticated through a login that they must create when they want to play. This will be stored as well for System administrator review
* Quality Attributes
  + Is usable by anyone over the age of 18 or any children that are able to get parental consent to make an account.
  + Is expected to have 99% availability while the system is running, barring extraneous errors.
  + Will respond at a decent time so that users do not lose interest. Responses between actions taking in the system should take no longer than 3 seconds to process, with an average much lower than that.
  + Will be supported by a system administrator while the game is running.
  + Can be adapted to run in both windows and linux
  + Configurable to run on most systems using these operating systems.
* Implementation Constraints
  + Must be done in C++ and be runnable in both windows and Linux.
* Purchased Components
  + N/A
* Free Open Source Components
  + Various C++ libraries used throughout the project.
* Interfaces \*revised\*
  + External: Mouse, keyboard
  + Internal: Command line window
  + Game World: The visual playable realm of graphics that the player uses to play the game on.
* Application-Specific Domain (Business) Rules
  + A player can only take one action per turn
  + A player can gather a resource by spending their action to get an amount of resource.
  + A player builds a building by spending the appropriate resources to build it
  + A player scores points based off of the points awarded from buildings they built.
  + The game ends when all building plots are finished or a player has built 5 buildings
  + The winning player is the player with the most points at the end of the game
* Legal Issues
  + May run into problems with similar games that take player actions and make cities by spending resources. However, should not be an issue for this course, as it will more than likely fall into fair use.
* Information in Domains of Interest
  + N/A
* Reports \*Revised\*
  + The administrator needs to check if the users got the appropriate resources when the player decides to choose to build a structure.
  + The administrator needs to check if user is using appropriate login.
* Packaging
  + Submitted in a zip file on due dates that will be openable and runnable by the professor.
* Standards**\***REVISED\*
  + Must have a Windows, Linux, or MacOS operating sytem.
  + 32 or 64 bit system.
  + Run atleast at 10 FPS.
  + Game must be used with Mouse and Keyboard.

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| --- | --- | --- |
| Date | Phase | Info |
| 11/01/18 | Elaboration | Implemented Interfaces |
| 10/29/18 | Elaboration 2 | Updated Standards to run, Interfaces, and reports |
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