Card game Project 2018

Requirements and Technical Specifications

Revision: 2.00

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Date: June 25th, 2018

1. Purpose and Overview
   1. The purpose of the War Card Game is to allow individuals the ability to play a virtual version of the physical card game, war, in an environment they otherwise would be unable to compete due to lack of players.
   2. War Card Game must provide a user-friendly environment, instructions, and opponent, in which to practice and learn the game.
2. Program Scope
   1. War Card Game is intended to be run from the user’s PC via EXE. It requires no special permissions, besides the ability to create a small CSV file for the express purpose of keeping score.
3. Reliability
   1. The program should possess the ability to store information pertaining to individual scores into a small, easily accessed CSV file. If there is no file available, the program should be prompted to create a new one. The file should be able to be easily accessed within other programs in order to check for viruses and malware effectively.
4. Distribution and Availability
   1. This program will be freely available through internet download.
5. User Profile
   1. This program is intended for any average user with basic reading comprehension skills, as it is a simple game, easily taught to children. The prompts are simple, straightforward, and easily maneuvered by anyone with basic computer skills.
   2. The program is a digital replica of the card game ‘War’, but with only one player: the computer.
6. Development Summary
   1. The program will be developed as a windows application to be installed on individual computers. It will be developed using Visual Studio C#, and any changes can be easily catalogued. In order to ensure authenticity, the following requirements should be met:
      1. Mock ‘Deck’ setup and environment
      2. Easily accessed interface
      3. Cards should appear and be used in real time
      4. Players should be notified whether the game was a win, lose, or draw.