Requirements Specification

for

CS451-002 Group 3 Project

Revision 0.9

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Revision History

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| --- | --- | --- | --- |
| **Name** | **Date** | **Reason for Change** | **Revision** |
| Samara Painter | 1/16/2019 | Initial Document Creation – Empty Sections with Section Headers | 0.9 |

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# 1. Introduction

## 1.1 Purpose of Document

## 1.2 Scope of Document

## 1.3 Overview of Document

# 2. Description

## 2.1 Product Perspective

## 2.2 Product Functions

## 2.3 User Description

## 2.4 Assumptions and Dependencies

## 2.5 Requirements Apportioning

# 3. Functional Requirements

3.1 Server

1. Supports only two clients connecting to it.

1.1 Doesn’t allow further connections when a game is in place.

2. First client connects and waits for second. Second client connects and initial game state is loaded.

3. Communicates between two clients.

4. Generate game id.

5. Randomly assigns red/black to clients.

3.2 Client

1. Upon start, tries to connect to server.

1.1 If server doesn’t connect, display error message stating can’t connect.

1.1.1 Button to try to reconnect.

1.2 On connect, player enters nickname. (TIER 3)

2. Initial game state board is shown with player’s color on bottom.

# 4. Non-Functional Requirements

4.1 Performance

4.2 System Requirements

4.3 Accessibility

Server, Client1, and Client2 are hosted on separate machines.

# 5. User Interface

# 6. Use Cases

# 7. Glossary