TextVenturer
Software Requirements Specification
For <Subsystem or Feature>

Version 0.42

Revision History

Date	Version	Description	Author
<13/OKT/16>	<1.0>	first published	Simon Vollmer, André Schmitt, Dominik Vogel

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Software Requirements Specification

1. Introduction

1.1 Purpose

The SRS is made to inform the reader about the requirements of TextVenturer.

1.2 Scope

This document is only for internal use and will give us ideas for the development of this project

1.3 Definitions, Acronyms, and Abbreviations

SRS	Software Requirements Specification
n/a	not applicable

1.4 References

GIT-HUB: https://github.com/SchmittAndre/TextVenturer

Wordpress: https://textventurer.wordpress.com/

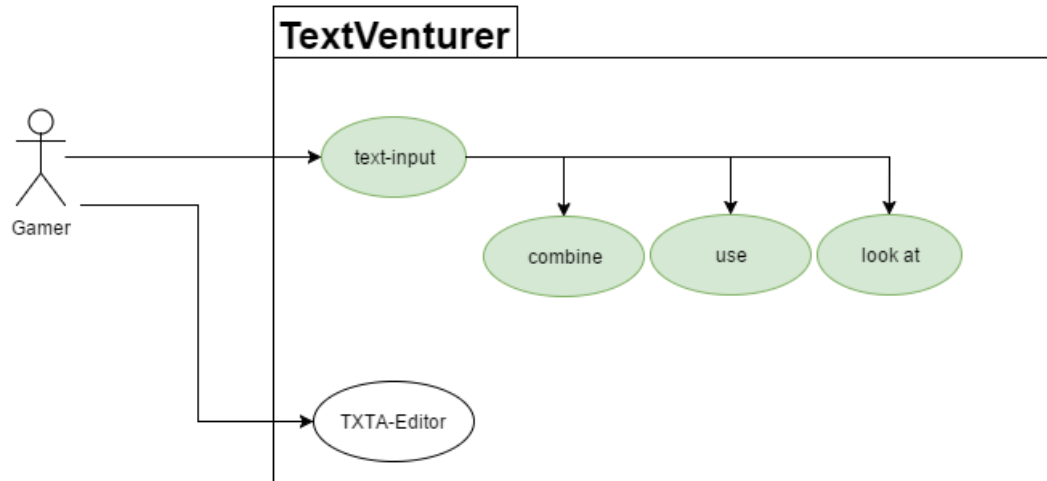### 1.5 Overview

We are planning to develop a Desktop-Game in the style of an old-school Text-Adventure. A Text Adventure is a game, that guides you through a story just with text and only rare occasions of visuals in form of ASCII-Art. You will get questioned, what you want to do, to proceed through the adventure.

2.   Overall Description

3.   Specific Requirements

3.1   Functionality

tbd

3.1.1   *<Functional Requirement One>*

tbd

3.2   Usability

3.2.1   *Command help*

If you look at a Objekt the Game tells you, what you can do with it.

3.3   Reliability

Since this is an Game that runs exclusively locally server uptime and similar things are not an issue.

3.4   Performance

3.4.1   *Devices*

All Windows devices should be able to run the game without any lags.

3.5   Supportability

tbd

3.6   Design Constraints

3.6.1   *Software language*

C++

3.7   On-line User Documentation and Help System Requirements

At the begin of the game you get a short introduction how to play a textadventure.

3.8   Purchased Components

n/a

3.9   Interfaces

3.9.1   User Interfaces

The Game needs to support the Keyboard.

3.9.2   Hardware Interfaces

n/a

3.9.3   Software Interfaces

n/a

3.9.4   Communications Interfaces

n/a

3.10   Licensing Requirements

tbd

3.11   Legal, Copyright, and Other Notices

Not needed now, maybe later.

3.12   Applicable Standards

tbd

4.   Supporting Information

tbd