

TextVenturer
Software Requirements Specification
For <Subsystem or Feature>

Version 0.42

TextVenturer	Version: <1.0>;
Software Requirements Specification	Date: <23/OCT/16
<document identifier>	

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>

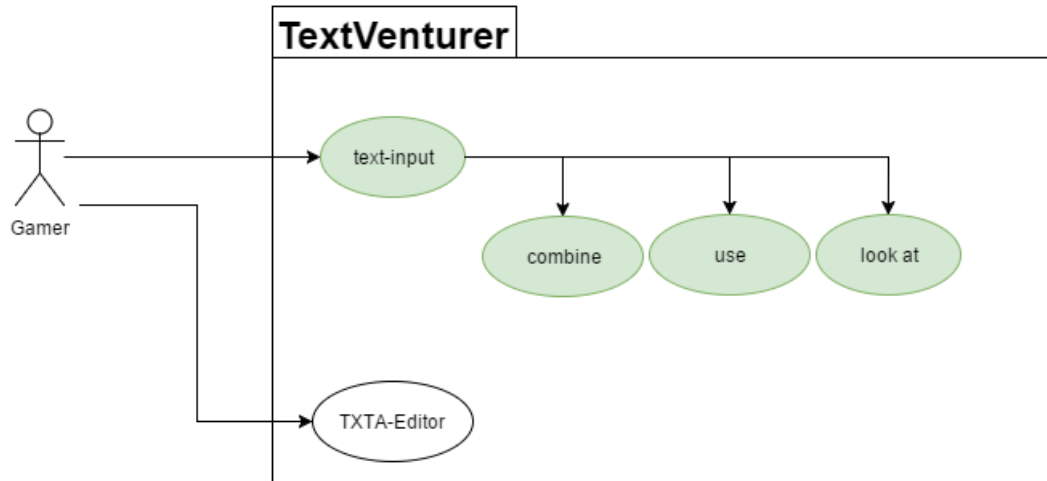
Wordpress: <https://textventurer.wordpress.com/>

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.

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2. Overall Description



3. Specific Requirements

*[This section of the **SRS** contains all software requirements to a level of detail sufficient to enable designers to design a system to satisfy those requirements, and testers to test that the system satisfies those requirements. When using use-case modeling, these requirements are captured in the Use Cases and the applicable supplementary specifications. If use-case modeling is not used, the outline for supplementary specifications may be inserted directly into this section, as shown below.]*

3.1 Functionality

*[This section describes the functional requirements of the system for those requirements that are expressed in the natural language style. For many applications, this may constitute the bulk of the **SRS** package and thought should be given to the organization of this section. This section is typically organized by feature, but alternative organization methods may also be appropriate; for example, organization by user or organization by subsystem. Functional requirements may include feature sets, capabilities, and security.*

Where application development tools, such as requirements tools, modeling tools, and the like, are employed to capture the functionality, this section of the document would refer to the availability of that data, indicating the location and name of the tool used to capture the data.]

3.1.1 <Functional Requirement One>

[The requirement description.]

3.2 Usability

3.2.1 Command help

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

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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

[This section indicas any requirements that will enhance the supportability or maintainability of the system being built, including coding standards, naming conventions, class libraries, maintenance access, and maintenance utilities.]

3.5.1 <Supportability Requirement One>

[The requirement description goes here.]

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

*[This section describes software interfaces to other components of the software system. These may be purchased components, components reused from another application or components being developed for subsystems outside of the scope of this **SRS** but with which this software application must interact.]*

3.9.4 Communications Interfaces

[Describe any communications interfaces to other systems or devices such as local area networks, remote serial devices, and so forth.]

3.10 Licensing Requirements

[Defines any licensing enforcement requirements or other usage restriction requirements that are to be exhibited by the software.]

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3.11 Legal, Copyright, and Other Notices

Not needed

3.12 Applicable Standards

[This section describes by reference any applicable standard and the specific sections of any such standards which apply to the system being described. For example, this could include legal, quality and regulatory standards, industry standards for usability, interoperability, internationalization, operating system compliance, and so forth.]

4. Supporting Information

*[The supporting information makes the **SRS** easier to use. It includes:*

- *Table of contents*
- *Index*
- *Appendices*

*These may include use-case storyboards or user-interface prototypes. When appendices are included, the **SRS** should explicitly state whether or not the appendices are to be considered part of the requirements.]*