<Monopoly Game>

Software Requirements Specification

For <Subsystem or Feature>

Version <2.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 2020/04/21 | 1.0 | First draft. | LianJiawei Group |
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Software Requirements Specification

# Introduction

This file captures the complete software requirements for the system, or a portion of the system. This artifact consists of a package containing use cases of the use-case model and applicable Supplementary Specifications and other supporting information.

## Purpose

This file fully describes the external behavior of the monopoly. It also describes nonfunctional requirements, design constraints, and other factors necessary to provide a complete and comprehensive description of the requirements for the software.

## Scope

Some one can use this monopoly game system to get funny, our system oriented to all people in the world.

## Definitions, Acronyms, and Abbreviations

See Glossary.

## References

none

## Overview

Our monopoly game system can only run in android platform. and need some running memory.

# Overall Description

## Use-Case Model Survey

See Use-case Text.

## Assumptions and Dependencies

none

# Specific Requirements

## Use-Case Reports

See Use-case Text.

1. Start game: Observer start play game.

2. Move: Observer click the dice to make movement.

3. Use propcard: Observer use propcard to make different effects.

4. Trigger events in a square: Game system trigger events according to the square.

5. Save game: Observer save game progress.

## Supplementary Requirements

See Supplementary Specification.

# Supporting Information

See Detailed Design Document.