

Pokemon Team Picker with Plain Text Storage:

Software Requirements Documentation –

VERSION 1.0

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| Author: |
| Stephen Mills |

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# Introduction

* + - 1. **Purpose**

This document provides an overview of the Software Requirements for the initial prototype of the “Pokemon Team Picker with Plain Text Storage:

SOFTWARE ARCHITECTURE DOCUMENTATION –“

* + - 1. **Project Scope**

The application to be developed is a simple read and write application. The application aims to allow a pre-existing user to sign in to the application based on pre-existing user documentation saved in the apps directory. The user after signing in has ace to a file containing a series of numbers that is used by the application to identify what pokemon the user has set in a team based on the pokemons pokedex number. The user can then choose t replace the whole team, replace a single member of the team, display the current team, save and quit or simply exit the application.  
The application is still in the early stages of development and only allows for pre-existing users to use the application with a create new user to be added at a later date. Creating a new user with then in tern create a new team file for the user and add the new user details to the existing text file of users.

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| **No creation of new users** | *New user support will be added at a later date to allow new users to create teams* |
| **No more than one team** | *The users will have an opportunity to have multiple teams at a later date* |
| **Limited File Format Support** | *The program only supports reading from a .txt wile at this moment and will be updated to allow for the use of .csv files for better formatting and safety.* |

# Software Requirements

Section 2.1 presents the Functional Requirements for the application, whilst Section

* 1. presents a set of Non-Functional Requirements for the application.
  2. **Functional Requirements**

The following are the Functional Requirements for the application:

* Req1: Existing user details
* Req2: Existing user team.
  1. **Non-Functional Requirements**

The following are the Non-Functional Requirements for the application:

* + - NonReq: The software shall be Efficient.
    - NonReq: The software shall be Robust.
    - NonReq: The software shall be Maintainable.
    - NonReq: The software shall be Reliable.
    - NonReq: The software shall be Usable.
    - NonReq: The software shall be Secure.