Flick Stick Soccer Requirements Specification Document

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February 11th 2015

1 5.1 Requirements Introduction

This Software Requirements Specification (SRS) documents the requirements for the Android Mobile Soccer Game called FlickStick Soccer.

The FlickStick Soccer game is an android based game consisting of the game play of a soccer game collided with a touch and flick feel of touch screen mobile phones or tablets. It consists of the menu screens and game screens where the user will choose what to play within the game and then the user will actually play the game (which consists of flicking the ball within the game).

The remainder of this document is structured as follows:

1. 5.2 Functional Requirements

2. 5.3 Performance Requirements

3. 5.4 Environment Requirements

2 5.2 Functional Requirements

The function of the FlickStick Soccer game is to allow a user to access the menu upon opening the game. The user will then choose to play the different modes of the game that there will be which will either prompt other menu screens and then take the user to the game screen or take the user straight the game screen. At this point the game will allow the user to flick the ball around and then keep going depending of on the mode of game play chosen by the user. One the game is done, the user will have options t play again or go back to the menu screen.

These include the functionality of the game:

1. Graphical User Interface (GUI)

   The GUI will present multiple screen to the user including the menu screen, game screen, load screen and any other screens having to do with play selection. The GUI will render all necessary parts to be able to play the game and will render throughout the game in order to show the games progress.

3 5.3 Performance Requirements

1. Start Game

   (a) Game Load screen shall display

   (b) Game Menu shall display seconds after Load Screen

2. Choose Online Play

   (a) Game shall look for online players to connect to

    (b) Game shall Connect to a random player of equal or close to equal level as user

    (c) Game shall load game play

    (d) Game Scren shall show and let players play the game

    (e) will mirror game action on both phone/tablet

3. Choose Robot Play

    (a) Game shall show a choose difficulty Screen

    (b) User will choose a difficulty

    (c) Game shall update robot to difficulty level while loading the game screen

    (d) Game shall show Game screen and allow user to play the game

4. Choose Double Play

    (a) Game shall load game screen

    (b) Game shall allow User to play will 2 people on the device

5. Choose Tournament Play

    (a) Game shall prompt screen for robot difficulty and amount of teams

    (b) Game shall show tournament bracket

    (c) Game shall load all teams and robot difficulty along with game screen

    (d) Game shall allow User to play game

    (e) After each Game the updated bracket with all winners shall be shown

4   5.4 Environments Requirement

Here are all the requirements in order to run FlickStick Soccer.

Hardware Minimum Requirements

1. Device - Phone or Tablet running Android 2.3 or above

2. Processor - 1 GHz single-core ARM Cortex-A8

3. Hard Drive Space - 4 GB

4. RAM - 512 MB RAM

5. Display - 800x480, 0.37 megapixels

6. Graphics Processing Unit - 200 MHz PowerVR SGX 540 GPU

Software Minimum Requirements

1. Operation System - Android 2.3 GingerBread or Above

2. Compiler – Android Studio

3. Graphics - Adobe PhotoShop, Paint

4. Sound - bfxr.net