BetBuddy

Version <1.0>

Revision History

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| 02/10/22 | 1.0 | First Draft | Aaron Reith |
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# Introduction

## Purpose

Supplementary specifications capture the requirements which are not easily defined within   
the Use Case Model. Requirements such as: legal standards, quality aspects, reliability,   
supportability, and execution criteria of the system.

## Scope

This Supplementary Specifications is solely associated with the BetBuddy project, including any and all developments.

## Definitions, Acronyms, and Abbreviations

BB

BetBuddy

## References

None.

## Overview

This document is organized into different categories of nonfunctional requirements. Each category contains a brief summary of the generalities of each nonfunctional requirement

# Assumptions and Dependencies

None.

# Usability

### **3.1 User Interface Creation**

Initial iterations of BB will match closely with Microsoft’s GUI standards, which are being used as a guideline in development.

# Reliability

## Availability

BetBuddy should always be available to the user. Few aspects of BetBuddy exist to undermine availability, such as not needing to be connected to the internet and all data being stored on the user’s device. The only time BetBuddy would be unavailable is when there is an application update that the user has not completed.

# Performance

## Response Time

This application will execute itself on the user's device and response times for all tasks shall be less than 2.0 seconds.

## System Capacity

The number of bets that the log system can accommodate will be no less than 1000.

# Supportability

## Android Version Support

Support for Android versions 5.0 and newer.

## Naming Conventions

During the development and support BetBuddy, all variables and methods will be named in a specific, non-general manner with the goal of not creating confusion on what said variable/method does within the program.

# Design Constraints

## Android Development

Android Studio will be used as our primary Android development tool.

## Programming Languages Used

Java and C++ will be the main programming languages used in the development and supporting of BetBuddy.

# Security

None.

# Online User Documentation and Help System Requirements

None.

# Interfaces

## User Interfaces

BB has one user interface that allows the user to navigate and use the different features of BB.

## Hardware Interfaces

None.

## Software Interfaces

None.

## Communications Interfaces

None.

# Applicable Standards