

Introduction to requirements

We gathered our requirements from the product brief and a customer meeting. In the meeting we asked questions relating to the product brief and the questions that arose from it. Such questions included what style the game should be in, how many players the game should support and what language the game should be coded in. From the answers to these questions we were able to design user requirements which we then broke down into functional and non-functional requirements. We discussed requirements and their positioning amongst the three tables and came to a consensus on where they should be placed.

We presented our requirements in three clear tables, user, functional and non-functional. We did this so it was easy to see what requirement related to each section. Furthermore the functional and non-functional tables have a column showing clearly how they relate to the user requirements. The user requirements have a priority rating which indicates how important they are. This helps with development and knowing where to put more time into. Time allocation is key so time isn't wasted on less important requirements and instead put into creating the essentials for the game, especially with the strict time constraint put on our project.