

Requirements Summary

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Our development project “Chess of Champions” takes the traditional game of Chess and changes it with modern technology and ideas. The project combines the base idea of chess and the MOBA genre of games. The main idea taken from modern MOBAs is how instead of checking the King like in normal chess, players must defend two “tower” pieces and their base piece. A variety of other concepts are taken and modified to fit into the chess format. Some examples would be pieces respawning at their home spot, pieces having stats like health and damage, and how pieces can grow in strength throughout the game.

An important aspect of this project is how it will be an online multiplayer game. Like other popular MOBAs, the idea is to have the option to improve at this game and play at a competitive level. Because of this, online capabilities such as match-making and a ranking system are a major part of this game. The ability for constant updates should also be a priority.

Requirements

The new material on the report starts with the Use Case Diagram. The diagram shows what a typical period of time running the game would look like. As stated before, updates are important for this game, so the ability for a team with the right privileges should be able to push updates to the game. Since it is an online game there should also be ways to moderate players to ensure that there is no foul play among players such as cheating or players attacking each other verbally.

The functional requirements focus on things that are essential to running the game. Some things like user interface requirements and connection requirements are in this section.

The data requirements are mostly covering account information. Since a ranking system will be important, players should have a way to create an account and view their history and records.

The performance requirements ensure that the game will run smoothly between multiple people.

The dependability requirements make sure that the game will be stable and can be fixed if any errors occur.

The maintainability and supportability requirement is important to prevent the game from dying after release.

The security requirements are important since the game will be hosted online and can be vulnerable to different types of attacks.

The usability and look and feel requirements are in place to ensure that users of the game have a smooth experience.

Acceptance Tests

Our acceptance tests are designed to cover all of our previously stated requirements. A significant portion of the tests is aimed at server stability and account stability since those are necessary to run the game.