Software Requirements Specification

Team: Team 2 (CSC 4110 Winter 2022)

Project Title: ScoreMania

## Members:

1. Brian Hohentanner
2. Omar Alsaed
3. Maruf Sourav
4. Phillip Kaiser
5. Nader Rahman
6. Nicholas Maassen

|  |  |
| --- | --- |
| **Meetings date** | **Participants** |
| 02/02/2022 | Brain, Omar, Maruf, Nader, Nick |
| 02/03/2022 | Brain, Omar, Maruf, Philip, Nader, Nick |
| 02/05/2022 | Omar, Maruf, Philip, Nader |

|  |  |
| --- | --- |
| **Stakeholders** | **Requirements** |
| Customers | FR1: App Initialization  FR2: Roll Dice  FR3: Score Tracker Page  FR4: Score Counter  FR5: Game Selection  FR6: Rules Reference  FR7: Button Value Up  FR8: Button Value Down  FR9: Reset Button  FR10: Larger Increment Buttons  FR11: Additional Trackers  FR12: Custom Value Input  FR13: Score History  FR14: Player Name Input Field  FR15: Sidebar Menu  FR16: Button Size Slider |
| All | NR1: Performance  NR2: Stability  NR3: Availability  NR4: Accessibility  NR5: Usability |

|  |  |  |
| --- | --- | --- |
| **FR1.** App Initialization | | |
| **Goal:** The system should show a splash screen on startup. | | |
| **Stakeholders:** Customers | | |
| **Description:** While the app is undergoing initialization and loading, there should be a splash screen displaying the app's name and logo. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 1 |

|  |  |  |
| --- | --- | --- |
| **FR2.** Roll Dice | | |
| **Goal:** Give the users the ability to roll a dice. | | |
| **Stakeholders:** Customers | | |
| **Description:** Board game players frequently forget to bring dice to play. Create a dice rolling utility that gives multiple common options for dice rolls. When tapped, a number that can appear on that die will randomly be chosen and appear on the screen. There should also be a button for a custom dice roll. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 3 |

|  |  |  |
| --- | --- | --- |
| **FR3.** Score Tracker Page | | |
| **Goal:** A page where the score tracker and all associated components are displayed. | | |
| **Stakeholders:** Customers | | |
| **Description:** When a game is selected, all of the necessary functionality of tracking score in the chosen game. The user should be able to see all associated buttons and displays at simultaneously. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 2 |

|  |  |  |
| --- | --- | --- |
| **FR4.** Score Counter | | |
| **Goal:** The component will allow users to track the score of a game they're playing. | | |
| **Stakeholders:** Customers | | |
| **Description:** There should be the number associated with each player's score visible. The numbers will be preset to the selected games starting score and have the increment buttons scaled accordingly. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 2 |

|  |  |  |
| --- | --- | --- |
| **FR5.** Game Selection | | |
| **Goal:** Allow the user to select which game they are playing from a list of supported games. | | |
| **Stakeholders:** Customers | | |
| **Description:** When a user starts the app; they should be greeted with a selection page of which game they are playing. This should load presets based on the game's rule set and adjust the other components in the app accordingly. They will also have a hamburger menu available to them that allows them to re-select a game from the list to change the format. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 4 |

|  |  |  |
| --- | --- | --- |
| **FR6.** Rules Reference | | |
| **Goal:** The system will display a small rules reference for the players convenience. | | |
| **Stakeholders:** Customers | | |
| **Description:** When a customer presses a button from within a menu. A reference of common rules for the current game will become pop up for the player to read. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 4 |

|  |  |  |
| --- | --- | --- |
| **FR7.** Button Value Up | | |
| **Goal:** The system will take the user input of a button press and output an increase in value. | | |
| **Stakeholders:** Customers | | |
| **Description:** When a customer presses a button, the value displayed by the app is incrementally increased. With each button press the value continues to increase until it hits a maximum value set by the game. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 3 |

|  |  |  |
| --- | --- | --- |
| **FR8.** Button Value Down | | |
| **Goal:** The app will decrease the value currently displayed with each button press. | | |
| **Stakeholders:** Customers | | |
| **Description:** When a customer presses a button, the value displayed by the app is incrementally decreased. With each button press the value continues to decrease until it hits a minimum value set by the game. This value is often 0. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 3 |

|  |  |  |
| --- | --- | --- |
| **FR9.** Reset Button | | |
| **Goal:** This function will reset the counters to the games starting values. | | |
| **Stakeholders:** Customers | | |
| **Description:** When a player presses this button the game resets. With this all data currently displayed on screen returns to the game's original values. This will also serve a restart for more gaming fun. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 2 |

|  |  |  |
| --- | --- | --- |
| **FR10.** Larger Increment Buttons | | |
| **Goal:** The system should have a button that increments through values larger than one. | | |
| **Stakeholders:** Customers | | |
| **Description:** In various tabletop games, points increment more than one. The buttons should be associated with the small window displaying points, the player should be able to activate these buttons and the points should add to the points displayed on the small window in increments. The points that will increment through are 2, 5, 10, 25, 100, 1000. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 3 |

|  |  |  |
| --- | --- | --- |
| **FR11.** Additional Trackers | | |
| **Goal:** The system will have markers and could be toggled on or off. | | |
| **Stakeholders:** Customers | | |
| **Description:** In certain table top games, there are status effects on players and some are active and some are not. The players should be able to go through their side menu and associate their point window with a status effect window. With this they can rename the status effect window and toggle it if it is active or not. The player can also customize the active or inactive status with a custom status. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 3 |

|  |  |  |
| --- | --- | --- |
| **FR12.** Custom Value Input | | |
| **Goal:** The system with player defined custom value that will be added to points window. | | |
| **Stakeholders:** Customers | | |
| **Description:** When a player with their own point window wants to start off with certain number of points, the player can toggle a button on the side of the point window with a calculator, the player than can input a custom value and add or subtract from the total points window. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 2 |

|  |  |  |
| --- | --- | --- |
| **FR13.** Score History | | |
| **Goal:** The system should include a score history list to track the scores of each player throughout the game session. | | |
| **Stakeholders:** Customers | | |
| **Description:** As the players use the app to track different scores for whichever game they’re playing, the system will track and record each score and keep it in a list so that the users can review their scores whenever. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 4 |

|  |  |  |
| --- | --- | --- |
| **FR14.** Player Name Input Field | | |
| **Goal:** The system will have name fields for each player to enter their names. | | |
| **Stakeholders:** Customers | | |
| **Description:** When the users open the app, the screen will display two fields for each player to input their names in before picking a game to track scores for. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 1 |

|  |  |  |
| --- | --- | --- |
| **FR15.** Sidebar Menu | | |
| **Goal:** The system would give the user the option to navigate through all the app features in one page/location. | | |
| **Stakeholders:** Customers | | |
| **Description:** Whenever the user needs, there will always be a sidebar menu for them to navigate through the app and its functions such as change the game, set a different score, change a name, etc. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 2 |

|  |  |  |
| --- | --- | --- |
| **FR16.** Button Size Slider | | |
| **Goal:** Allow the user to edit the button size based off their device or personal preference. | | |
| **Stakeholders:** Customers | | |
| **Description:** While tracking the score for whatever game or mode, the player will be presented the option to edit the button sizes using the slider to fit their preference or screen size. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the second meeting. | | |
| **Version:** 1.0 | **Date:** 02/03/2022 | **Priority:** 4 |

|  |  |  |
| --- | --- | --- |
| **NFR1.** Performance | | |
| **Goal:** The system should not slow down with multiple players. | | |
| **Stakeholders:** Customers | | |
| **Description:** The System should not have to slow down where there are more than 2 players with multiple windows associated with them. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 5 |

|  |  |  |
| --- | --- | --- |
| **NFR2.** Stability | | |
| **Goal:** Ensure that the app runs flawlessly and remains stable at all times. | | |
| **Stakeholders:** Customers | | |
| **Description:** The app should remain stable at all times, regardless of the number of features implemented into the system. Basically, to make sure the program runs flawlessly for the user to have the best experience. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 5 |

|  |  |  |
| --- | --- | --- |
| **NFR3.** Availability | | |
| **Goal:** Make the app available for everyone. | | |
| **Stakeholders:** Customers | | |
| **Description:** App will be available to everyone with an internet connection. There will be no restrictions on age and no need for payments in order to gain access to the app. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 5 |

|  |  |  |
| --- | --- | --- |
| **NFR4.** Accessibility | | |
| **Goal:** The system shall be accessible to anyone with a smart device capable of downloading an app. | | |
| **Stakeholders:** Customers | | |
| **Description:** Players with a smart device can access the system via downloading it using an internet connection, and with the system being free of paywall restrictions. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 5 |

|  |  |  |
| --- | --- | --- |
| **NFR5.** Usability | | |
| **Goal:** Make the system to be easy to use for customers. | | |
| **Stakeholders:** Customers | | |
| **Description:** System should be simple and easy to use for most demographics to make it user friendly. This would mainly include clearly labeled buttons to help identify which button is used for which function. | | |
| **Origin:** Based on initial project specification document, team members came up with this description during the first meeting. | | |
| **Version:** 1.0 | **Date:** 02/02/2022 | **Priority:** 5 |