Assignment 2: Software Requirements Specification

Team: WeSteam Dev Team

Project Title: WeSteam

## Members:

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2. Matt Korte
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5. Mohammed Ali

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| **Meetings date** | **Participants** |
| 09/23/2021 | Matt Korte, Richard Breslin, Elyas Musa, Muneeb Khan, Mohammed Ali |
| 09/28/2021 | Matt Korte, Richard Breslin, Elyas Musa, Muneeb Khan, Mohammed Ali |

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| **Stakeholders** | **Requirements** |
| Steam User | FR1: Home screen for Steam user to sign in  FR2: Ability to login in with Steam  FR3: Display friends list from steam login data  FR4: Have a check box that adds a specified friend to submission form  FR5: Keyword Entry form for game preferences  FR6: Get a valid list of owned games to play with friends  FR7: Train machine learning model to get better game recommendations  FR8: Have an option to exclude specific games  FR9: Format output list of games with brief description and image,  FR10: Have an option for Wishlist games to be included  FR11: Click on game in list to redirect to steam store  FR12: Display list of lesser-known alternate titles  FR13: Option to get recommended games without logging in  FR14: Public Chat room  FR15: Have an option to include games that you own but your friends do not own, and vice versa  FR16: Have it be in night mode, add light mode option  NR1: (security) ensure all user login information is protected  NR2: (privacy) only takes information from games owned/on Wishlist, and friends list. No other information needs to be collected  NR3: (Usability) Design a user interface that the team feels is simple and easy to use.  NR4: (Reliability): Frequent Data backups  NR5: (availability): Website should be operational 95% of the time  NR6: (performance): should not take longer than 5 sec to fetch results (not accounting for networks performance) |

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| **FR1:** Home screen for Steam user to sign in | | |
| **Goal:** Have button to login with STEAM account | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Display a button in the top right that says, “login with steam.” User clicks on button then is redirected to the steam login page to login for authentication. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

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| **FR2:** Ability to login to Steam | | |
| **Goal:** Display button to allow users to sign in with Steam. | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Have a text box to enter users Steam login (and potentially a second box to enter password if necessary), in addition to a button to submit the entered information to log in | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

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| **FR3:** Display friends list panel from steam login data | | |
| **Goal:** Allow users to see friends to add to recommendation output | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Get the friends list of the logged in user and display the friends with their profile picture on the friend's pane. This will allow the user to quickly and easily add friends to game recommendation. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

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| **FR4:** Have a check box that adds a specified friend to submission form | | |
| **Goal:** Display a check box that adds the corresponding user to the recommendation | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Next to each friend display a checkbox to select specific friends to be added to the recommendation. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

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| **FR5:** Keyword entry form for game preferences | | |
| **Goal:** Tailored recommendations based on genre or keywords | | |
| **Stakeholders:** Steam Users | | |
| **Description:** At some point before giving actual game recommendations, allow users to select Steam keywords (such as first-person shooter, MMO, etc.) to narrow down the output list. This should not be a necessary step. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

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| **FR6:** Get a valid list of owned games to play with friends | | |
| **Goal:** Make sure user gets a list of games to play with friends | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Take all the information entered prior (such as keywords, user & friends’ game libraries) to output a valid list of games for the user and their friends to play together. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

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| **FR7:** Train machine learning model to get better game recommendations | | |
| **Goal:** make better recommendations | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Using publicly available steam data, create and train a machine learning model to assist the recommendation | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 5 |

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| **FR8:** Have an option to exclude specific games. | | |
| **Goal:** Assist recommendations by taking out user specific games. | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Have an option to select games from the user's library that they do not want to have appear in the recommendations output | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

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| **FR9:** Format output list of games with brief description and image | | |
| **Goal:** Better user experience | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Output the list of recommended games into a table with small images and brief descriptions of the games. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

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| **FR10:** Have an option for Wishlist games to be included | | |
| **Goal:** User convenience | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Have an option to include games that are in the user’s (and/or friends’) Wishlist in game recommendations. This could help the user find a new game they are both interested in to buy and then play together. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

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| **FR11:** Click on game in list to redirect to steam store | | |
| **Goal:** Easy access to view additional information about or purchase recommended game | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Allow users to click on game in list to be redirected to the specified game’s Steam Store page. This will allow the user to view additional information about the game, and purchase it if they do not own it | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 2 |

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| **FR12:** Display list of lesser-known alternative steam titles | | |
| **Goal:** Help users find games they may otherwise have heard of | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Display an alternative list of lesser-known games that loosely fit the user's recommendation inputs. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 5 |

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| **FR13:** Option to get recommended games without logging in | | |
| **Goal:** Ease of access for those who do not wish to login | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Display an option next to “login with steam” called “continue without steam. The user will then enter their steam account URL along with friends steam account URL. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

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| **FR14:** Public chat room | | |
| **Goal:** Community involvement | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Display the WeSteam public chat room on the side of the page to be able to use for chatting with other WeSteam users and discuss video game related topics. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 5 |

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| **FR15:** Have an option to include games that you own but your friends do not own, and vice versa | | |
| **Goal:** Present the different games that a user and their friends have access to | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Have an option to include games that some of the users own to be included in the recommendation list. Allow the user to input the number of total Steam users in the recommendation need to own the game for it to show up (i.e., 3 out of 5, 2 out of 4, etc.) | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 4 |

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| **FR16:** Have it be in night mode, add day mode option | | |
| **Goal:** All users to have control over UI color pallet | | |
| **Stakeholders:** Steam Users | | |
| **Description:** By default, have the webpage be displayed with a dark color pallet (much like Steam). But also allow the user to change it to something lighter if they choose. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 5 |

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| **NR1:** (security) Ensure all user login information is protected | | |
| **Goal:** Keep customer’s data safe and secure | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Make sure any personal account or login information is encrypted and secured | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

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| **NR2:** (privacy) only takes information from games owned/on Wishlist, and friends list. No other information needs to be collected | | |
| **Goal:** Minimize the amount of info taken from user account | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Make sure we only take the minimal amount of account information needed for the website to work. This means game library, friends list, wish list, and game play data (such as hours played and achievements) | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

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| **NR3:** (usability) Design a user interface that the team feels is simple and easy to use. | | |
| **Goal:** Ensure the end-user understands the website, and finds it friendly to use | | |
| **Stakeholders:** Steam Users | | |
| **Description:** The user interface should feel simple, and easy to use. There should be little to no information that is not directly relevant to the website functionality displayed on screen. Moreover, have the design resemble Steam to aid in user familiarity. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 2 |

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| **NR4:** (Reliability): Frequent Data backups | | |
| **Goal:** Guarantee that any data can be backed up so that files won’t be lost | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Communicate thoroughly with the team to make sure that the data gathered by the user can be saved when he or she is using Steam. With data backups, the user will not have to worry about losing anything crucial from their Steam account if an error were to occur. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 2 |

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| **NR5:** (Availability): Website should be operational 95% of the time | | |
| **Goal:** Make sure the website is functional and operational to users | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Make sure the website is usually up and running but keeps our expectations realistic. | | |
| **Origin:** Based on the initial project specification document, team members produced this  description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

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| **NR6:** (performance): should not take longer than 5 sec to fetch results (not accounting for networks performance) | | |
| **Goal:** Minimize latency to ensure quality service | | |
| **Stakeholders:** Steam Users | | |
| **Description:** Provide exceptional results quicker to satisfy the user when the web page is in use. By doing this, we are making sure that our results can display faster for our user to see when he or she is using Steam. | | |
| **Origin:** Based on the initial project specification document, team members produced this description during the first meeting | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |