Project Activity 2

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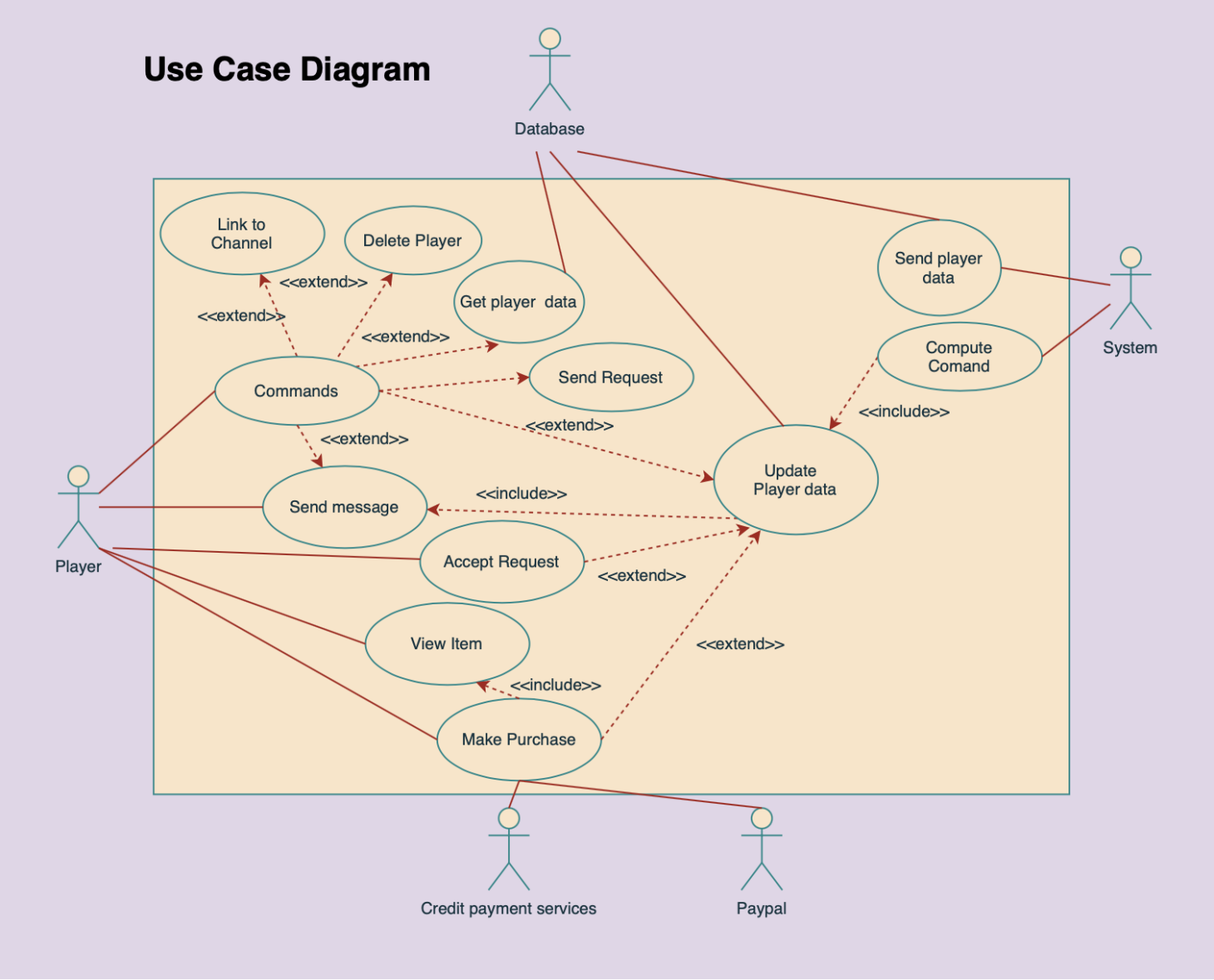
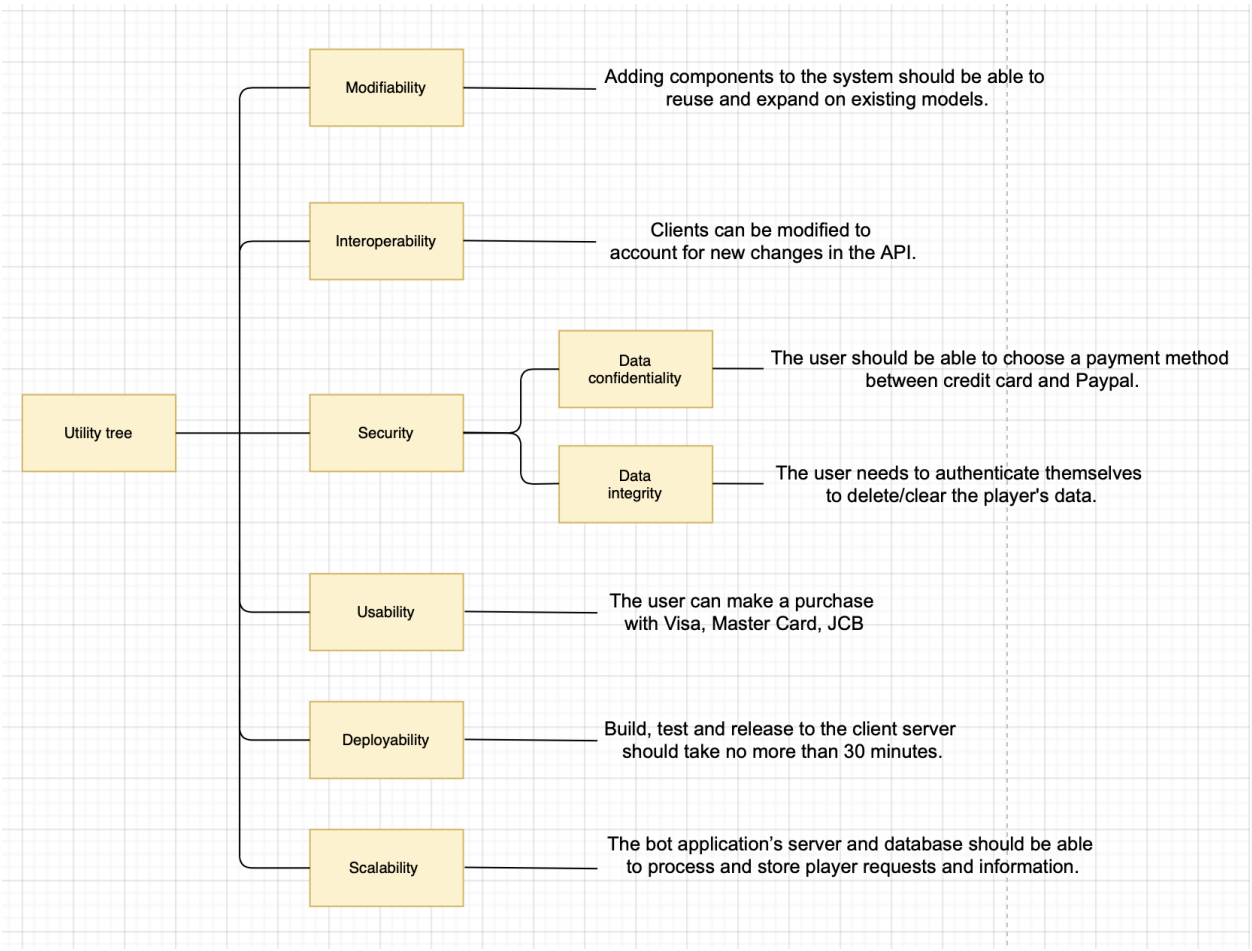


Utility Tree



QA Table

Scenario description	Quality Attribute	ASR
A game content update	Modifiability	Adding components to the system should be able to reuse and expand on existing models.
Discord API change	Interoperability	Clients can be modified to account for new changes in the API.
In-app purchase	Security	The user should be able to choose a payment method between credit card and Paypal.

A user wants to delete or clear their player's data	Security	The user needs to authenticate themselves to delete/clear the player's data.
In-app purchase	Usability	The user can make a purchase with Visa, Master Card, JCB
A game content update	Deployability	Build, test and release to the client server should take no more than 30 minutes.
An increase in the player base	Scalability	The bot application’s server and database should be able to process and store player requests and information.

Constraints Table

Category	Constraints
Used technologies	No real-time game interactions, limited to turn-by-turn gameplay
Used technologies	The extension must still work with the Discord server and API
Developer skills	Developer team is inexperienced with the Discord API and Discord bots
Used technologies	The extension must work with the DynamoDB database
Project duration	The project must be completed over the course of 6 weeks.
Budget	There is a budget of $1000 per week of the project towards development.

Concern Table

Concerns

Security concerns with in-app purchases made over a discord chat.
Bot app should allow players to submit bug tickets through a command.
A stack trace log should be sent to the developers when an exception is raised.
The unit testing code line coverage should be over 80%.
Unit tests should be run automatically in the build.