

---

# **Software Requirements Specification**

**for**

# **Wargamer Showcase**

**Prepared by Dan Lungaro**

**04 September 2021**

# Table of Contents

<b>Table of Contents</b>	<b>ii</b>
<b>Revision History</b>	<b>ii</b>
<b>1. Introduction</b>	<b>1</b>
1.1 Purpose	1
1.2 Document Conventions	1
1.3 Intended Audience and Reading Suggestions	1
1.4 Product Scope	1
1.5 References	1
<b>2. Overall Description</b>	<b>1</b>
2.1 Product Perspective	1
2.2 Product Functions	1
2.3 User Classes and Characteristics	2
2.4 Operating Environment	2
2.5 Design and Implementation Constraints	2
2.6 User Documentation	2
2.7 Assumptions and Dependencies	2
<b>3. External Interface Requirements</b>	<b>2</b>
3.1 User Interfaces	2
3.2 Hardware Interfaces	2
3.3 Software Interfaces	2
3.4 Communications Interfaces	3
<b>4. System Features</b>	<b>3</b>
4.1 User Accounts	3
4.2 Paint Inventory	3
4.2 Mini Upload	4
<b>5. Other Nonfunctional Requirements</b>	<b>4</b>
5.1 Performance Requirements	4
5.2 Safety Requirements	4
5.3 Security Requirements	4
5.4 Software Quality Attributes	4
5.5 Business Rules	4
<b>6. Other Requirements</b>	<b>5</b>

## Revision History

Name	Date	Reason For Changes	Version

# **1. Introduction**

## **1.1 Purpose**

Wargamer showcase software requirements will be specified in this document. This SRS will cover the entire scope of systems.

## **1.2 Document Conventions**

There are no specific document conventions.

## **1.3 Intended Audience and Reading Suggestions**

The intended audience will be software developers that will assist in the creation of Wargamer Showcase

## **1.4 Product Scope**

The purpose of this software is to provide a paint inventory system and a database of user models with pictures and paints used.

## **1.5 References**

*References to be listed*

# **2. Overall Description**

## **2.1 Product Perspective**

This is a new self-contained software product. It will not be large in scope and will contain a simple web app server and database server with an API to communicate between the two.

## **2.2 Product Functions**

- User account creation
- User login
- Paint inventory system tied to user account
- Mini upload feature including paints used and images, in addition to private and public access
- Like/Favorite system for Minis

## **2.3 User Classes and Characteristics**

There will be one primary user class of wargamer enthusiasts. No other user class.

## **2.4 Operating Environment**

The software will be hosted on an Azure web server. The database will either be hosted on Azure or a different cloud provider.

## **2.5 Design and Implementation Constraints**

Traffic volume may determine the scalability of hosted web server, with the major limitation being price. Preferred cloud service provider is Azure. There are no other constraints at this time in development.

## **2.6 User Documentation**

There are no major user documentations planned. At most, a small help page explaining the paint inventory system and Mini upload procedures.

## **2.7 Assumptions and Dependencies**

The software is assumed to be hosted on Azure with no issues. In addition, the database of choice will be integrated with a user account creation framework (i.e., Microsoft Identity).

# **3. External Interface Requirements**

## **3.1 User Interfaces**

*TBD. See wireframe diagrams when complete*

## **3.2 Hardware Interfaces**

The software will be using a cloud service provider, so no on-premises hardware interfaces.

## **3.3 Software Interfaces**

The primary software interface will be between the web app and the database.

### 3.4 Communications Interfaces

CRUD operations will need to be communicated between the web app and database. Other HTTP requests will also be sent by the user via the client-side to be executed by the back-end and database. User accounts will need to be encrypted or tokenized for security.

## 4. System Features

*The system features are organized in the order they will be completed, in descending priority.*

### 4.1 User Accounts

#### 4.1.1 Description and Priority

User accounts are necessary to tie user paint inventories and Mini uploads to the user. This is a high priority, as all other features depend on this.

#### 4.1.2 Stimulus/Response Sequences

The User will sign in and the software will log the User in and pull all paint inventories and Mini uploads. If the User uploads a Mini or updates paint inventory, those changes will be updated to the User's account.

#### 4.1.3 Functional Requirements

REQ-1: User Account Creation

REQ-2: User Account Login

REQ-3: User Account Deletion

REQ-4: User Account Creation via other accounts (Gmail, Facebook, etc...)

### 4.2 Paint Inventory

#### 4.1.1 Description and Priority

User accounts will have an inventory of paints. There will be a list of paints from various companies and Users will be able to select what paints they own and the quantity. High priority.

#### 4.1.2 Stimulus/Response Sequences

In a logged in user account, Users can select from a searchable dropdown of all available paints. Once selected, the paint will be added to their inventory. They can add or remove paints from their inventory list.

#### 4.1.3 Functional Requirements

REQ-1: Searchable dropdown of Paints

REQ-2: Add Paints

REQ-3: Remove Paints

### **4.3 Mini Uploads**

#### **4.1.1 Description and Priority**

User accounts will be able to upload a Mini object that contains a number of data fields about the model, including an image. In addition, the user will be able to annotate elements of the model (i.e. the body armor) and state which paints were used on it, pulling from the searchable paint drop down. Once uploaded, the mini can be either private or publicly viewable. This is a high priority item.

#### **4.1.2 Stimulus/Response Sequences**

In a logged in user account, Users can select from a searchable dropdown of all available paints. Once selected, the paint will be added to their inventory. They can add or remove paints from their inventory list.

#### **4.1.3 Functional Requirements**

REQ-1: CRUD operations on mini objects

REQ-2: Mini objects can be public or private

REQ-3: Add elements and paints to minis

## **5. Other Nonfunctional Requirements**

### **5.1 Performance Requirements**

The standard is for 3 seconds or less response time for all actions, even if just a loading screen.

### **5.2 Safety Requirements**

Duplication of databases.

### **5.3 Security Requirements**

User Authentication framework such as Microsoft's Identity Framework.

### **5.4 Software Quality Attributes**

Availability, ease of use, and secure accounts.

### **5.5 Business Rules**

*None at this time.*

## **6. Other Requirements**

*TBD*