

Chance-It Requirements Specifications

Functional Requirements

In lieu of specific Use Case Scenarios, a User Manual is attached which describes a user's overall interaction with the application.

- All menu screens outside of an active game must have the ability to backtrack to the previous menu by entering 'P', and exit the application by entering 'E'.
- All menu screens where the only option is to return to the previous screen should do so when the user presses 'enter' (no command input required).
- The application must respond elegantly to improper user input in a cooperative fashion, attempting within reason to derive the user's intended command.
- The application command system must be case-insensitive.
- The application must allow a user to properly play and complete a game of Chance-It using the rules stated in the User Manual.
- The application must track the top ten highest human player scores in a text file.
- The application must allow the user to play again or return to main menu when a game is completed.
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Non-Functional Requirements

Development

- Code must be commented appropriately to allow programmers to implement modules effectively, and understand internal design decisions.
- The application should never crash except under a malicious user.

Performance

- The application must respond to server requests within 0.75 seconds during network play.
- The application must respond to user input within 0.5 seconds during menu navigation and local play.

Environment

- The application must communicate with the network server using TCP.
- The application must be written in 'C'.
- The application must run on any Linux environment with a GCC compiler.
- The application must launch from Terminal.
- The application must run on a Command Line Interface.