

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'.
- 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.

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