Based on our prototype results from CI102, there does not seem to be any necessary Requirement changes or additions.

Software Requirements Specification

For

"Cards Against Telegram"

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Cycle: 1

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Grading Rubric - Requirements Specification

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	**Minimal**	**Exemplary**	**Pts**	**Score**
Content (80)	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Introduction Scope Definitions			10	
User Profile			20	
Functional Requirements			30	
Performance & Design Requirements			10	
Data Requirements			10	
Writing (20)				
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
Expression Tone	Hard to follow or poor word choices Tone not appropriate for technical writing	Clear and concise. A pleasure to read Tone is consistently professional	5	
Organization Layout	Information difficult to locate Layout is inconsistent, visually distracting, or hinders use	All information is easy to find and important points stand out Layout is attractive, consistent, and helps guide the reader	5	
Late Submission			-10 -25	
Total			100	

1 Introduction

1.1 Scope

Cards Against Telegram is an implementation of the popular game, Cards Against Humanity. We will implement an interface to play Cards Against Humanity in Telegram. The user will be able to select card packs, invite other players and see global statistics online.

The motivation for this project is that, since chatbot games are gaining popularity and momentum, there is a public demand for this project. Our target audience is people in their late teens.

1.2 Definitions, Acronyms, and Abbreviations

Card Czar: The user that chooses the best response

Black Card: The prompt card given by the software

White Card: The response card dealt to each user by the software, and chosen by the users. These cards are refilled every round to their original fixed amount.

1.3 User Profile

Users will maintain their Telegram profile, and no distinction is made between the users during the game. Card Czars are picked at random in the beginning; this role is rotated sequentially so that each user gets a turn. This way, all users are equal, and fall under the same category of "player".

2 External Interfaces

The users are interacting through their laptops or mobile devices to connect with a minimum of two other players. The system will interact with the database that the cards are stored in.

2.1 User Interface

The user interface is Telegram. Our software will run on its API, and have the same appearance and functionality as other games on Telegram.

2.2 Data Interface

There is one common database that all three users connect to. Through this, they will be dealt cards and submit their responses, which other players will be able to see.

3 Specific Requirements

3.1 Functional Requirements

(All users fall under the same category of "player". Thus, we will make no distinction between them for the system's functions.)

The application should function as such:
After starting the game on Telegram…

1. Users make sure that their opponents are connected.
2. All users are dealt a fixed amount of cards.
3. The system will randomly pick a Card Czar at the beginning of the game. Following that, each user gets a turn as Card Czar.
4. The system deals a black card.
5. Users (other than the Card Czar) have 10 seconds to pick one of their white cards as a response.
6. Once submitted, all users get to see each other's responses.
7. The Card Czar gets 10 seconds to choose the best response. The user with the best response gets a point for that round.
8. The next user is chosen as Card Czar. Steps 4 through 7 are repeated until the users decide to end the game. (Option will be provided.)

3.2 Performance Requirements

Requirements are as follows:

1. Hardware: Desktop/Laptop when using Telegram through the computer or smartphone with touch responsiveness for mobile accessibility
2. Software: Internet browser access to see website. Access to database for scores, user records, etc.
3. Security: Secure user information and database
4. Performance: begin game, end game, make move. Response time relative to Telegram's servers (most cases – nearly instant)

3.3 Design Constraints

Our software can run on any platform that Telegram supports- that is, laptop, desktop, or mobile versions such as smartphones.

General user knowledge of using games on Telegram is recommended.

3.4 Data Requirements

Name	Type	Size	Comment
Card	Black	N/A	The prompt card given by the software
Card	White	N/A	The response card dealt to each user by the software, and chosen by the users. These cards are refilled every round to their original fixed amount.