**Functional Specification**

**Contents**

1. [Goals](#goals)
2. [Current State](#CurrentState)
3. [Scope](#Scope)
4. [Standards, Laws](#StandardsLaws)
5. [Current business model](#CurrentBusiness)
6. [Requested business model](#RequestedBusiness)
7. [Requirement list](#RequirementList)
8. [Use cases](#UseCases)

**1.Goals**

**2. Current State**

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**3. Scope**

We are going to develop a web application for the client, that will make the hangman game even more popular with new possibilities and amazing game modes. The user has to provide their data to register. These informations are going to help us making statistics and improving the user experience. The game has four differnet game modes:

1. **Hangman Worldcup**: It is a multiplayer mode, where players around the world can play against each other in a competitive way. The Worldcup has an elimination race, where the users play one by one, and in the final, the two top players play a final match.
2. **Practise Mode**: There is an easy way to practice for every user to develop themselves. In the single player or practice game mode, the person needs to find out the words that the computer generates randomly from the game database.
3. **Cooperative 1v1 Mode:** It is a really fun game mode, players have the chance to play with their friends in a divided screen. They have to guess words given by the opponent. The fastest one wins the game.
4. **Campaign:** From time to time the Hangman game will introduce the story mode of the game, wich is going to be a story-based campaign adventure, where the best conquerors will get precious gifts.
5. **Infinie Mode:** We would like to suggest an additional game mode, in which players can test their mind and enhance their percepsion at the same time. The Infinite mode introduces a never ending level mode, with a timer that becomes tightes and tighter. If the timer reaches zero, the game ends, and the points will be saved. Clearing a level adds more time to the timer making it a bit easier to get further. Obviously, it has no end, so it can not be beaten. However, people can compete with their high scores.

The background of the application is goign to be a huge Oracle SQL database, with the pieces of information about the registered users and the necessary items to the gameplay. The data will be stored in the databse, so noone will be able to get these informations about the players, making the application safer. The database will serve important statistic values, so players can easily see how many matches were played in the given day or week, what is the number of the current user base, and with these informations, we can make statistics about the popular game mods and which country has the biggest number of players. If the program gets some server issues in the multiplayer mode, it will send emails to all the users of the game. Furthermore, the application is going to have a Sponsor page, where people who support the emergent system, the functioning and the user's prizes and the defense of the datas, will receive their proper regards.

**Additions:**

1. We can make the web application to run on Andorid and IOS devices smoothly in scalign resolution, making the game more mobile, and easier to reach. However, it will not support Windows phones.
2. We reccomend to implement some sort of Daily login prices, making players come back to the game more frequently.
3. We could make the users profile more developed, for example, profile picture, visual statistics, Username, Highest scores in each gamemode, etc.
4. Infinite game mode: see in 3.5.

**4. Standards, Laws**

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**5. Current business model**

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**6. Required busines model**

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**7. Requirement list**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Modul** | **Id** | **Name** | **v** | **Description** |
| Database | D1 | Database planning | 0.1 | Database, tables, relations |
| Authorization | A1 | Log in | 0.1 | Log the user in |
| Authorization | A2 | Register | 0.1 | Register new user |
| Game | G1 | Generate word | 0.1 | Get random word from database |
| Game | G2 | User interface | 0.1 | Design GUI |
| Game | G3 | Game Mechanics | 0.1 | Implement mechanics |
| Championship | C1 | Championship | 0.1 | Championship implementation,1v1 mechanics |
| Site | S1 | Sponsor Page | 0.1 | Site about Sponsors, About, Social Media? |
| Site | S2 | About Page | 0.1 | Description of the game, how to play, etc |
| Game | G4 | Game Page | 0.1 | Interface of the actual game |
| Statistics | St1 | Statistics Handle | 0.1 | Store data about login, matches played, etc |
| GameMode | GM1 | WorldCup | 0.1 | World Cup game mode |
| GameMode | GM2 | Practice | 0.1 | Practice game mode against CPU |
| GameMode | GM3 | Coop | 0.1 | Coop 1v1 Game mode |
| GameMode | GM4 | Campaign | 0.1 | Solo Campaign game mode |
| GameMode | GM5 | Infinite | 0.1 | Infinite game mode |

**8.** **Use cases**

When the user run the webapplication the starter page will open up, there is a login window. The user have several options here, first, register to the game with an email and a password with the Register button, then he/she can enter the program with the Enter button or, if he/she does not want to register, we make a Guest mode to the program. In this case, the datas about the processions of the user will not be saved. After all the program main page will expand. In the upper right corner stand two button for the User and the Settings. These buttons open up new separete windows. With the User button, the player can choose new profile picture, manage datas, passwords, set his/heir country to public. In the Settings window the screen area is controllable, the user can choose from different themes and background musics. Back to the main menu, there are a few buttons about the game mods: World Cup, Practice, Cooperative, Campaign and buttons for the Sponsors and for the Statistics. The last two will open a new page for the supporters of the game and the statistics about the users and their play habitat. Inboard the game modes is a new table for the match and a few information about he opponent/s, the time and a short description for the actual gameplay, plus a virtual keyboard for the guessing.