**Requirement Specification**

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1. Introduction

2. Current State

3. Target Goal

4. Standards, Laws

5. Current business model

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7. Request list

**1. Introduction**

**2.Current State**

**3. Target Goal (Scope)**

**4. Standards, laws**

**5. Current business model**

**6. Requested business model**

**7. Request list**

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| --- | --- | --- | --- | --- |
| **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 |