**Requirement Specification**

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**1. Introduction**

The blank team is a worldwide known developer team that is capable to achieve the highest heights, due to its strong connection between the members and the extensive experience in the programming work field. The team contains 5 trustworthy, young developers, who are eagerly helping out each other and solve problems together. The team was formed in 2010 with only 3 members but has outgrown itself quite soon, thanks to the successfully created projects.

The current project is an online multiplayer hangman game, in which people can register to a website, login, and play matches against each other, coming up with their own word ideas to the opposing person.

**2.Current State**

Everyone has always liked the famous hangman game, due to its low difficulty and the joy it spreads among people. Despite these charming aspects, the game itself had not got a great online multiplayer platform. People use a piece of paper and a pen or pencil to play. It is very ineffective, since playing on a paper makes our paper storage empty just in a minute or two, and in the long term, it can lead to the disappearance of several rainforests and natural habitats. The players usually play alone, with low multiplayer possibilities, which can be quite frustrating and can lead to depression. Therefore an online platform shall be created for this amazing fun activity, including solo, and multiplayer mode.

**3****. Target Goal (Scope)**

Our goal is developing a web application for the client, which will set popular the hangman game again with new possibilities and amazing game mods. The users will need to add their datas to register to the platform. These informations help us making statistics and fixing theuser experience. The game has four differnet way to play.

* **Hangman Worldcup**: It is a multiplayer mode, where the players from around the world can play with each other in a competitive way. The Worldcup has an elimination race, where the users play tow by two, and int the end the two top player do a final match.
* **Practise Mode**: There is an easy way to practice for each user to develop themselves. In the single player or practice game mode the person needs to find out the words that the computer choose randomly from the game database.
* **Cooperative 1v1 Mode:** This is a really fun game mode, the player has the chance to play with her/his friends in a divided screen. They need to guess the words by the opponent. The faster one will win the game.
* **Campaign:** From time to time the Hangman game will advertise the story mode of the game, wich will be a story-based campaign adventure, where the lucky conquerors will get precious gifts.

The background of the app there will be a huge database, with the informations about the registred users and the necessary items to the gameplay. The database will serve us important statistic values, so we can easily see how many match was 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 most biggest number of the players. If the program will get some server issues in the multiplayer mode, it will send emails to all the users of the game. Besides, the program have a Sponsor page, where the people who supports the emergent system, the functioning and the users prizes and the defense of the datas, will be receive their proper regards.

A célunk, hogy a megrendelő számára egy olyan webes alkalmazást fejleszzünk ami újra népszerűvé teszi a híres akasztófa játékot, kíbővítve azt új lehetőségekkel és játékmódokkal. A játékosoknak az adataik megadásával lesz lehetőségük regisztrálni, amit szigorúan csak statisztikai adatok gyűjtésére fogunk felhasználni, így javítva a felhasználói élményt. A játékban négyféle játékmód közül választhat a felhasználó:

* Akasztófa Világbajnokság (multiplayer): Ebben a kompetitív játékmódban a játékosok a világ minden pontjáról egymás ellen mérkőzhetnek meg egy egyenes kieséses renszerben.
* Gyakorló mód (single player): A felhasználók fejlódésük érdekében ebben a módban gyakorolhatnak, ahol a gép által generált szavakat kell kitalálni.
* 1v1 Mód (coop): Osztott képernyős játékmód, ahol a játékosok barátaik ellen játszhatnak. A kitalálandó szavakat az ellenfelek egymásnak adják meg.
* Kampány (story): Bizonyos időközönként elérhető történetalapú kaland, itt a győztesek értékes nyereményekkel gazdagodhatnak.

A játék mögött maga a felhasználói adatbázis áll, ezekből olyan statisztikai adatokkal fog szolgálni a program, mint például hogy adott napon és héten hány meccs ment le, hány regisztrált userrel rendelkezünk. Ezekből jól látható lesz, melyik módok a népszerűek a felhasználók körében, és hogy a világ mely pontjairól játszanak a legtöbben. A hibalehetőség a multiplayer esetében fennáll, így ha szerveroldali problémákba ütközik a program, minden usert levélben fog értesíteni a Világbajnokságok ideje alatt. Ezenkívül a program rendelkezni fog egy szponzor oldallal, ahol a játék létrejöttét, működését és a felhasználók nyereményeit és adataik védelmét biztosító támogatók megfelelő elismerésben részesülhetnek.

**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 |