**Requirement Specification**

**Contents**

[1. Introduction](#Intro)

[2. Current State](#CurrentState)

[3. Target Goal](#Scope)

[4. Standards, Laws](#Laws)

[5. Current business model](#CurrentBusinessModel)

[6. requested business model](#RequestedBusinessModel)

[7. Request list](#RequestList)

**1. Introduction**

**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)**

**4. Standards, laws**

**5. Current business model**

**6. Requested business model**

**7. Request 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 |