



System Requirements

Team Keep-It-110!

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Priority (PR):

- **H = high** (Must have)
- **M = medium** (Should have)
- **L = low** (Could have)
- **W = lowest** (Would be nice to have)

Status (S):

- **C = Completed**
- **IP = In Progress**
- **N = Not Started**

System Requirement #	Case Title	PR	S
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1. Login			
1.1	Sign-Up	H	C
1.2	Sign-In	H	C
1.3	Sign-Out	H	C
1.4	Reset Password	W	N
1.5	Play as Guest	W	N
1.6	Stay Logged In	L	C

2. Friends			
2.1	Add a Friend	H	C
2.2	Remove a Friend	M	C
2.3	Block a Player	W	C
2.4	Unblock a Player	W	C

2.5	Challenge a Friend to a Match	H	C
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3. Game Mechanics			
3.1	Move Avatar	H	C
3.2	Place Shape	H	C
3.3	Win Match	H	C

4. Match Features			
4.1	Play Locally	L	C
4.2	Play Random Opponent	L	C
4.3	Analyze Aggregate Match Statistics	W	N
4.4	Rematch After a Match Ends	L	C
4.5	Prematurely End a Match	M	C
4.6	Chat With Opponent	W	N
4.7	Watch a Replay of a Match	W	N
4.8	Review Moves Made During Match	W	N

5. In-app Features			
5.1	Change Player Avatar	L	C
5.2	Change App Icon	W	C
5.3	Game Tutorial	W	C
5.4	View Leaderboard	L	C
5.5	View Rating	L	C

GLOSSARY OF TERMS

Account	An arrangement by which a user is given personalized access to the game application, by entering a username, email, and password.
Avatar	The 2D figure(s) that represents the player during a match.
Challenge	A method to initiate gameplay, in which a player can start a match and invite another user to play with them.
Guest	A user who is playing the game without an account.
Leaderboard	A scoreboard displaying the rating, names and current scores of the leading competitors in the game.
Match	A single round of gameplay resulting in one player winning and the other losing.
Matchmaking	The process of locating and connecting suitable players together to take part in a multiplayer game session.
Opponent	The player who is playing against a respective player.
Player	A user of the application who is in a match.
Statistics	Data collected and partially analyzed from completed matches. Includes but is not limited to: win/lose rate, number of moves made, what moves were made.
Turn / Move	A player's turn consists of placing an object tile followed by moving their player tile up to three times.

1.1: Sign-Up

Priority	High - Must have feature
Status	Completed
Description	The system shall allow the user to register an account with a username, password, and email.
Use Case	Use-Case 1.1: Sign-Up

1.2: Sign-In

Priority	High - Must have feature
Status	Completed
Description	The system shall allow the user to log into their account with their username and password.
Use Case	Use-Case 1.2: Sign-In

1.3: Sign-Out

Priority	High - Must have feature
Status	Completed
Description	The system shall allow the user to log out of their account.
Use Case	Use-Case 1.3: Sign-Out

1.4: Reset Password

Priority	Lowest - Would be nice to have feature
Status	Not started
Description	The system shall allow the user to reset their password.
Use Case	Use-Case 1.4: Password Reset

1.5: Play as Guest

Priority	Lowest - Would be nice to have feature
Status	Not Started
Description	The system shall allow an unregistered user to play the game as a guest.
Use Case	Use-Case 1.5: Play as Guest

1.6: Stay Logged In

Priority	Low - Could have feature
Status	Not Started
Description	The system shall allow a previously logged in user to access the functionality of the app without re-entering their login credentials.
Use Case	Use-Case 1.6: Stay Logged In

2.1: Add a Friend

Priority	High - Must have feature
Status	Completed
Description	The system shall allow the user to add a friend to their friends list.
Use Case	Use-Case 2.1: Add a Friend

2.2: Remove a Friend

Priority	Medium - Should have feature
Status	Completed
Description	The system shall allow the user to remove a friend from their friends list.
Use Case	Use-Case 2.2: Remove a Friend

2.3: Block a Player

Priority	Lowest - Would be nice to have feature
Status	Completed
Description	The system shall allow the user to block another user.
Use Case	Use-Case 2.3: Block a Player

2.4: Unblock a Player

Priority	Lowest - Would be nice to have feature
Status	Completed
Description	The system shall allow the user to unblock a previously blocked user.
Use Case	Use-Case 2.4: Unblock a Player

2.5: Challenge a Friend to a Match

Priority	High - Must have feature
Status	Completed
Description	The system shall allow the user to challenge a friend to a match.
Use Case	Use-Case 2.5: Challenge a Friend to a Match

3.1: Move Avatar

Priority	High - Must have feature
Status	Completed
Description	The system shall allow the player to move their avatar on the game board during their turn.
Use Case	Use-Case 3.1: Move Avatar

3.2: Place Shape

Priority	High - Must have feature
Status	Completed
Description	The system shall allow the player to place a shape on the game board during their turn.
Use Case	Use-Case 3.2: Place Shape

3.3: Win Match

Priority	High - Must have feature
Status	Completed
Description	The system shall end the match once a player has met a win condition (a player tile contacts a win or lose tile).
Use Case	Use-Case 3.3: Win Match

4.1: Play Locally

Priority	Low - Could have feature
Status	Completed
Description	The system shall allow the player to play a match locally.
Use Case	Use-Case 4.1: Play Locally

4.2: Play Random Opponent

Priority	Low - Could have feature
Status	Completed
Description	The system shall pair two users requesting a match according to their rating and begin the match.
Use Case	Use-Case 4.2: Play Random Opponent

4.3: Analyze Aggregate Match Statistics

Priority	Lowest - Would be nice to have feature
Status	Not Started
Description	The system shall allow the user to view statistics on their performance over time.
Use Case	Use-Case 4.3: Analyze Aggregate Match Statistics

4.4: Rematch After a Match Ends

Priority	Low - Could have feature
Status	Completed
Description	The system shall allow the player to request a rematch after a match ends.
Use Case	Use-Case 4.4: Rematch After a Match ends

4.5: Prematurely End a Match

Priority	Medium - Should have feature
Status	Completed
Description	The system shall allow the player to prematurely end a match.
Use Case	Use-Case 4.5: Prematurely End a Match

4.6: Chat With Opponent

Priority	Lowest - Would be nice to have feature
Status	Not Started
Description	The system shall allow players in a match to communicate via an in-game chat.
Use Case	Use-Case 4.6: Chat With Opponent

4.7: Watch a Replay of a Match

Priority	Lowest - Would be nice to have feature
Status	Not Started
Description	The system shall allow the user to watch a replay of a previous match.
Use Case	Use-Case 4.7: Watch a Replay of a Match

4.8: Review Moves Made During Match

Priority	Lowest - Would be nice to have feature
Status	Not Started
Description	The system shall allow the player to view previous moves made during a match.
Use Case	Use-Case 4.8: Review Moves Made During Match

5.1: Change Player Avatar

Priority	Low - Could have feature
Status	Completed
Description	The system shall allow the player to change the avatar that represents them in the game.
Use Case	Use-Case 5.1: Change Player Avatar

5.2: Change App Icon

Priority	Lowest - Would be nice to have feature
Status	Completed
Description	The system shall allow the user to change the app's icon on their device to their respective in-game avatar.
Use Case	Use-Case 5.2: Change App Icon

5.3: Play Tutorial

Priority	Lowest - Would be nice to have feature
Status	Completed
Description	The system shall allow the player to play through a series of tutorial stages.
Use Case	Use-Case 5.3: Play Tutorial

5.4: View Leaderboard

Priority	Low - Could have feature
Status	Completed
Description	The system shall allow the user to view a list of the top users by rating.
Use Case	Use-Case 5.4: View Leaderboard

5.5: View Rating

Priority	Low - Could have feature
Status	Completed
Description	The system shall allow the user to view their rating in the game.
Use Case	Use-Case 5.5: View Rating