System Requirements Inspection

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Partner Group Project: Pachisi

**1.** Understandability. Can readers of the document understand what the requirements mean?

For the most part yes, requirements are understandable. Would be nice to have a definition for Object Oriented style (req. 3.3.1) in your Definitions section (1.3).

**2.** Redundancy. Is information unnecessarily repeated in the requirements document?

Key features (3.4) mentions features that will be implemented in Phase 1 and Phase 2, repeats the same features below in the Project Phases section.

**3.** Completeness. Does the checker know of any missing requirements or is there any information missing from individual requirement descriptions?

Yes, they are missing a requirement regarding the user being able to choose their player’s name and color. In requirement 4.1.6 they could add more information about what graphical assistance will be provided for the player. In requirement 4.3.10 they do not specify what hardware the system will use. In requirement 3.4.4, need to be more specific, instead of just saying memory requirements will be modest. In requirement 3.4.5, they say the system will have minimum hardware requirements, they do not go into specifics as to what these requirements are.

In the key features section the 3.4.6 feature is “Will include a description of the rules.” possible could define this more, for example saying there will be a help section that is always accessible from the bottom menu or there will be a series of introductory prompts that the user will have to opt out of as the game continues.

For the Phase 1 requirements the 4.1.6 requirement mentions that the system will keep track of available moves, mayb define this more like saying the system will highlight spaces for possible moves, or alert the user when an invalid move is attempted.

**4.** Ambiguity. Are the requirements expressed using terms that are clearly defined? Could

readers from different backgrounds make different interpretations of the requirements?

Provide the reader with a definition of Object Oriented style in section 1.3.

In the 1.2 Scope section, maybe elicit more about the “version of the game Pachisi” for example mentioning the extent of the AI levels or the extent of the game modes, like saying there will be single player, two player, and four player game modes.

**5.** Consistency. Do the descriptions of different requirements include contradictions? Are

there contradictions between individual requirements and overall system requirements?

Possible inconsistency is there is a phase 1 requirement for the players to be able to pause, quit and restart the game during game play, there is also a future requirement saying the users will be able to save their current game and pick up where they left off later, the contradiction may be that if a user can pause their game and then restart it later that would encompass the ability to save the current game and pick it up later. The two requirements appear to be overlapping in their description of how the game sessions behave.

**6.** Organization. Is the document structured in a sensible way? Are the descriptions of

requirements organized so that related requirements are grouped?

It’s not very clear what the difference between section 3 and section 4 was. Both seemed to list out requirements for the system.

In the 1.4 Overview section, 5 sections are described with the 5th being the Appendix for the game rules, but in the document there are 6 sections with the 6th being titled Appendix: Game Rules so the Overview section may have to be updated to reflect the document sections. It may also be helpful to add a table of contents to further define the document’s ordering of the sections.

**7.** Conformance to standards. Do the requirements and requirements document conform to

defined standards? Are departures from standards justified?

Document does a good job of conforming to defined standards.

**8.** Traceability. Are requirements unambiguously identified, with links to related requirements

and reasons why requirements are included?

Again, not entirely sure in section 3 and 4 what the difference between the parts of your project phases and your requirements is. Need to add reasons for why some of the requirements are included. For example, in requirement 3.2.2, why 300ms specifically?