Software Engineering, Spring 2018
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"The Beer and Pretzels"
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Group Project D.2 Requirements
https://github.com/mario8th/cs386_project.git
https://trello.com/b/CgY2eKr3/cs386-project

1. **Positioning**
   1.1. **Problem Statement**
   "The problem of stress and workload affects Computer Science Students at NAU; the impact of which is a much lower quality of work."

   1.2. **Product Position Statement**
   "For Computer Scientists who have large workloads, The D Clicker is a simple game that relieves students stress with jokes about Computer Science and Dr. Doerry,Unlike other games our product does not require time to learn how to play and it does not require focus to play.

   Value Proposition
   The D Clicker will serve as a fun, and simple way for NAU Computer Science students to deal with some stress, by enjoying free time with an easy game that helps students gain familiarity with their school faculty, and fun through inside jokes in that community.

   Consumer Segments:
   Our consumer segments are people who are in or have been in the Computer Science department at NAU and know Dr. Doerry.

2. **Stakeholders**
   1. <u>Users:</u>
      The users are a stakeholder because they will be the ones using and downloading our game

   2. <u>Developers (Alex, Austin, Chadd, Gavin):</u>
      We as the developers are responsible for the final outcome of the product we could be considered the biggest stakeholders in this instance.

   3. <u>Other Video Games:</u>
      Other games are stakeholder because they will be large competitors for our game.

   4. <u>Dr.Doerry:</u>
      Dr. D is a stakeholder in our app because we are using his name and image. If he no longer wants us to use his image then he could change the whole app.

3. **Functional Requirements**
   1. Click Counter
   2. Purchasing Power Ups
   3. Win-State
   4. Saving system
   5. Mute Button
   6. Secret Power-up Easter Egg

4. **Non-Functional Requirements**
   1. Easily usable
   2. Reliable clicks
   3. Nice Looking

5. **MVP**
   1. MVP Development:
      a. **Define:** Computer Science majors tend to build up a lot of stress from the workload that they encounter.
      b. **Share:** Users needs include inability to relieve stress
      c. **Prioritize:** The necessary features in this app are a click counter, a winning state, and a start state. Along with saving your place, and muting the application. These features will be used very often within the application. These features don't require very much risk, due to their simplicity.
      d. **Implement:** Build some functionality in our app, and allow others to see its functions.

e. **Validate:** We will do this by meeting the target customer needs through getting feedback, then testing our ideas on the final product.

6. **Use Cases**
   6.1. **Use Case Description**
   1. **Use Case:** Click
   Primary Actor: Gamer
   Triggers: Clicking the main game screen
   Basic Flow:
      a. The system increments the count of clicks by one.
      b. The system displays this updated click count to the screen

   2. **Use Case:** Buy Power-Up
   Primary Actor: Gamer
   Triggers: Click the Power-Up button
   Basic Flow:
      a. The system verifies Gamer has enough clicks to spend on Power-Up
      b. If the Gamer does have enough, the system will display the Power-Up on screen

   3. **Use Case:** Mute
   Primary Actor: Gamer
   Triggers: Clicking the Mute button
   Basic Flow:
      a. The system will turn off all game audio

   4. **Use Case:** Save
   Primary Actor: Gamer
   Triggers: Clicking the Save button
   Basic Flow:
      a. The system will store the click count.
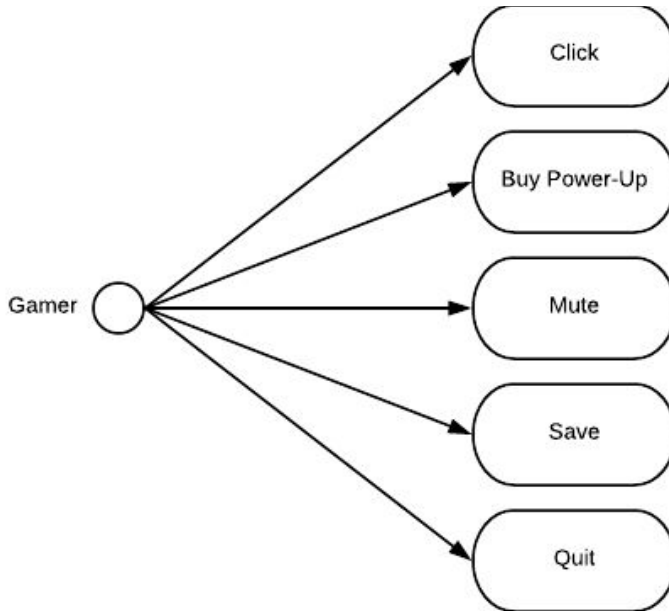
   5. **Use Case:** Quit
   Primary Actor: Gamer
   Triggers: Click the Quit button
   Basic Flow:
   a. The system will close the application and store the Gamer's click count

6.2.   Use Case Diagram

7.   User Stories
1. As a Gamer, I want this game to be funny
2. As a Gamer, I want the game to register my clicks reliably
3. As a Computer Scientist, I want this game to tell jokes related to my field.
4. As a Gamer, I want this game to give interesting rewards.
5. As a Gamer, I want the game to have good progression.
6. As a Computer Scientist, I want this game to relieve stress.
7. As a Computer Scientist, I want this game to tell Dr. D jokes.
8. As a Gamer, I want this game to remember my last statistics

8. Trello
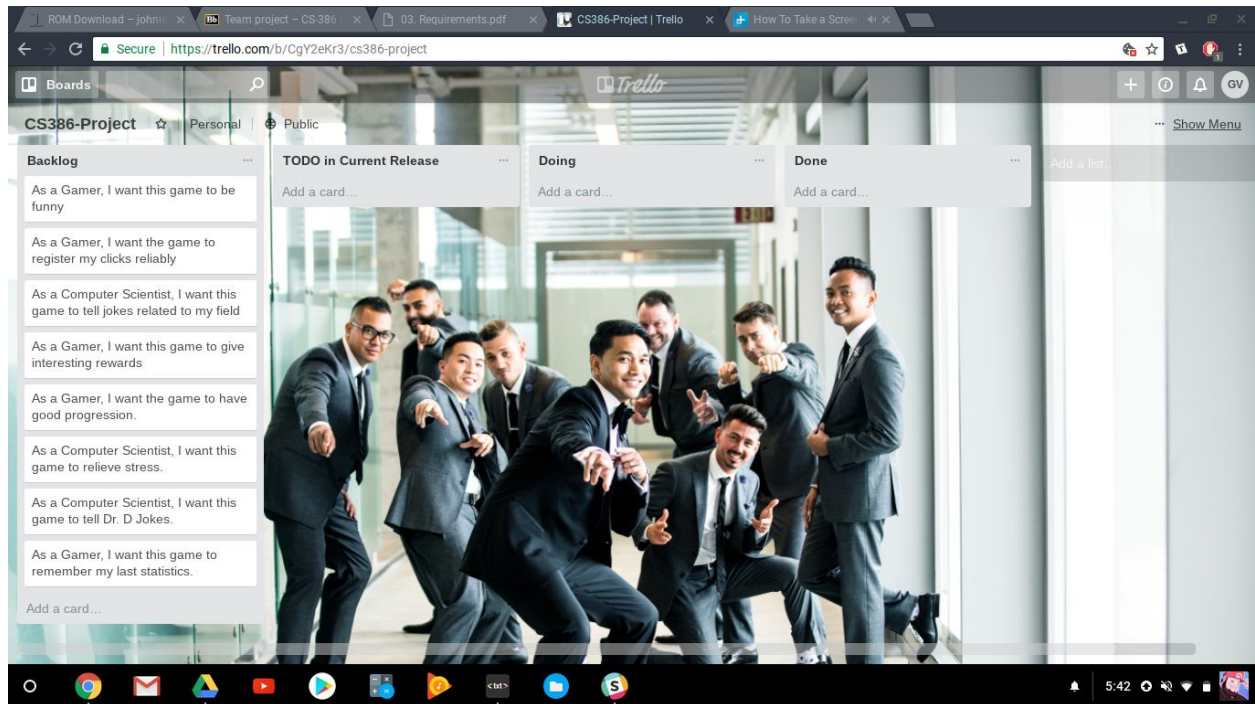
9. Group Participation
- Austin Corum Decided the MVP, wrote 2 User Stories (25%)
- Chadd Frasier Wrote Positioning and Stakeholders, wrote 2 User Stories, some requirements (25%)
- Alex Kahn Wrote Use Cases and 2 User Stories (25%)
- Gavin Valencia Created and updated the Trello, wrote Group Participation, 2 User Stories, uploaded(25%)