

# Software Requirements Specifications

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# 1 Initiation

## 1.1 Add a ball

<b>ID</b>	1.1
<b>Use case/Scenario</b>	Add a ball
<b>Trigger</b>	The player starts a new game
<b>Precondition</b>	-

**Basic path**  
The ball is rendered on the screen.

**Exception path**  
-

**Post condition**  
The ball is visible to the player.

**Authors** Christoffer, Andreas & Gustav

## 1.2 Add virtual arrows

<b>ID</b>	1.2
<b>Use case/Scenario</b>	Add virtual arrows
<b>Trigger</b>	The player starts a new game
<b>Precondition</b>	Debugging mode for development stage is activated

**Basic path**  
Four arrows, one for each direction the ball is meant to move in, are rendered in the bottom-right corner.

**Exception path**  
-

**Post condition**  
The arrows are visible to the player.

**Authors** Christoffer, Andreas & Gustav

## 2 Steering

### 2.1 Steer the ball using keys

<b>ID</b>	2.1
<b>Use case/Scenario</b>	Steer the ball using keys
<b>Trigger</b>	he player wants to move the ball
<b>Precondition</b>	The ball is added (Req 1.1)

#### Basic path

The ball moves upwards when volume up is pressed, downwards when volume down is pressed.

#### Exception path

-

#### Post condition

The ball is moved in the chosen direction.

**Authors** Christoffer, Andreas & Gustav

### 2.2 Steer the ball using virtual keys

<b>ID</b>	2.2
<b>Use case/Scenario</b>	Steer the ball using virtual keys
<b>Trigger</b>	The player wants to move the ball
<b>Precondition</b>	The ball is added (Req 1.1) The virtual arrows are added (Req 1.2)

#### Basic path

The player press the appropriate key.

#### Exception path

-

#### Post condition

The ball is moved in the direction implied by the arrow used.

**Authors** Christoffer, Andreas & Gustav

## 2.3 Steer the ball using the accelerometer

<b>ID</b>	2.3
<b>Use case/Scenario</b>	Steer the ball using the accelerometer
<b>Trigger</b>	The player wants to move the ball
<b>Precondition</b>	The ball is added (Req 1.1)

### **Basic path**

The player tilt the phone in a chosen direction.

### **Exception path**

-

### **Post condition**

The ball is moved in the chosed direction.

### **Authors**

Christoffer, Andreas & Gustav