Software Requirements Specifications

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Contents

1 Initiation

1.1 Add a ball

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

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

ID	1.2
Use case/Scenario	Add virtual arrows
Trigger	The player starts a new game
Precondition	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

1.3 Add a playing board

ID	1.3
Use case/Scenario	Add a playing board
Trigger	The player starts a new game
Preconditions	-

Basic path
A playing board is rendered and shown.

Exception path
The board might render in front of other rendered objects.

Post condition
The playing board is visible to the player.

Author	Christoffer, Andreas & Gustav

1.4 Add one wall

ID	1.4
Use case/Scenario	Add one wall
Trigger	The player starts a new game
Preconditions	Debugging mode for development stage is activated
	The board is rendered (Req 1.3)

Basic path
A wall is rendered and shown.

Exception path
The wall is rendered behind the playing board.

Post condition
A wall is visible to the player.

Author	Christoffer, Andreas & Gustav

1.5 Add walls shaped like a maze

ID	1.5
Use case/Scenario	Add walls shaped like a maze
Trigger	The player starts a new game
Preconditions	The board is rendered (Req 1.3)

Basic path

Walls are rendered around the playing field and inside the playing field shaped as a maze.

Exception path

The walls are rendered behind the playing board.

Post condition

Walls are visible to the player and a track shaped as a maze has been created.

Author	Christoffer, Andreas & Gustav

1.6 Add a hole

ID	1.6
Use case/Scenario	Add a hole
Trigger	The player starts a new game
Preconditions	The board is rendered (Req 1.3)

Basic path

A hole is added to the playing field.

Exception path

The hole is created at the same place as a wall or behind the playing field.

Post condition

A hole is visible to the player.

Author	Christoffer, Andreas & Gustav

2 Steering

2.1 Steer the ball using keys

ID	2.1
Use case/Scenario	Steer the ball using keys
Trigger	The player wants to move the ball
Precondition	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

ID	2.2
Use case/Scenario	Steer the ball using virtual keys
Trigger	The player wants to move the ball
Precondition	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

ID	2.3
Use case/Scenario	Steer the ball using the accelerometer
Trigger	The player wants to move the ball
Precondition	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

3 Interaction

3.1 Have ball interact with tilt of device

ID	3.1
Use case/Scenario	Have ball interact with tilt of device
Trigger	The player tilts the device
Precondition	The ball is added (Req 1.1)
	The ball can be steered with the accelerometer (Req 2.3)

Basic path
The device is tilted in either direction.

Exception path
-

Post condition
The ball moves in the direction and speed decided by the tilt of the device.

Authors	Christoffer, Andreas & Gustav

3.2 Have ball interact with wall

ID	3.2
Use case/Scenario	Have ball interact with wall
Trigger	The ball is moved towards the wall
Precondition	The ball is added (Req 1.1)
	A wall is added (Req 1.4 or 1.5)

Basic path
The ball hits the wall.

Exception path
-

Post condition
The ball is stopped by the wall.

Authors	Christoffer, Andreas & Gustav

3.3 Have ball interact with a hole

ID	3.3
Use case/Scenario	Have ball interact with a hole
Trigger	The ball is moved on top of the hole
Precondition	The ball is added (Req 1.1)
	A hole is added (Req 1.6)

Basic path
The ball ends up on top of the hole.

Exception path
-

Post condition
The ball is eaten up by an invisible monster!

Authors	Christoffer, Andreas & Gustav