Project Requirements Document

Ticket to Ride

Project Description

We will build a web version of the classic board game Ticket to Ride. Our game will include extra features such as chat rooms, Artificial Intelligence, and Leaderboards. We will work in conjunction with Ken Rodham for this project.

Project Purpose

The purpose of this project is to provide the foundation for the newest class project for CS340 at Brigham Young University. This will include providing time and difficulty estimations as well as a final product that can be used as the demo for the class.

Timeline

Feature	Deadline
Login/Register	February 10, 2016
Game Listing	March 1, 2016
Ability to Play Game	April 5, 2016
Alpha Release	April 12, 2016

Requirements

1 Functional Requirements

1.1 Minimal Viable Product:

1. Users can login/register
2. Users can create a new game
3. Users can join a game or return to a previous game
4. Users can play the game (Buy routes, get destination cards, draw cards)
5. Users can see a game history

1.2 Secondary Features:

1. Users can leave a game
2. Users can communicate via in-game chat
3. Users can switch between games without logging out
4. Users cannot purchase adjacent tracks without 4+ players
5. Users can view a leaderboard that keeps track of key statistics
6. Artificial Intelligence can be played against

2 Usability Requirements

2.1 Primary:
1. The system will fully function in the latest versions of Chrome and Firefox.
2. The application responds within a reasonable timeframe.

2.2 Secondary:
1. The system will fully function on mobile web devices.

Project Constraints

Time Constraints

The project will need to be completed before the end of April 2016 in order to facilitate a reasonable time expectation for students. A completed product will be needed before August 2016 in orde r to provide students with an example to reference.