

SWE544_RFC_1 Requirements Diff

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| 30/12/2014 | <p>- A new non-functional system requirement is added: 2.2.4. 2.2.4. Message size can't be bigger than 1024 bytes including message body and header.</p> <p>- Backgammon server non-functional requirement 3.2.2., which is about to naming of a username is moved to Backgammon client non-functional requirements. Now it is 4.2.3.</p> <p>- 4.1.5. (Backgammon Client Functional Requirement) is changed after allowing the leave to be performed only while waiting an opponent or watching a game. FROM 4.1.5. The client shall provide an interface to leave the system in any situation. TO 4.1.5. The client shall provide an interface to leave the system while waiting an opponent or watching a game.</p> <p>- 3.1.12. (Backgammon Server Functional Requirement) is changed after the discussion in the class (24/12/2014, Wednesday) FROM 3.1.12. Server should have some backgammon logic. TO 3.1.12. Server should understand when a backgammon game is over..</p> <p>- 3.1.11. (Backgammon Server Functional Requirement) Rephrased FROM 3.1.11. Server shall keep track of set and game scores. If a set is won by a player, all the relevant parties shall be informed. If a game is won, sessions of all the relevant parties shall be closed alongside informing all the relevant parties about the result. TO 3.1.11. Server shall keep track of set and game scores. If a set is won by a player, all the relevant parties shall be informed about the result. If a game is won, all the relevant parties shall be informed about the result as well as closing the sessions of all the relevant parties.</p> <p>- 3.1.5. (Backgammon Server Functional Requirement) Rephrased FROM 3.1.5. The server shall send periodic heartbeat messages to the clients every 30 seconds. If a response is not received from a client (2 heartbeats back to back), the server shall remove all the client data from the server and in the case of a player who currently has a game, then shall inform all the relevant parties and close their session(s). TO 3.1.5. The server shall send periodic heartbeat messages to the clients every 30 seconds. If a response is not received from a client (2 heartbeats back to back), the server shall remove all the client data from the server. In the case of a player who currently has a game loses his/her connection to the server, then the server shall inform all the relevant parties and close their session(s).</p> |
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- 3.1.4. (Backgammon Server Functional Requirement) is rephrased. (1) Stateless does not reflect the meaning here. (2) Leaving while playing is removed from the requirements so we needed a sentence which carries this meaning. (3) 3.1.4. and 3.1.5. have redundant information. 3.1.4. changed FROM

3.1.4. The server shall be stateless. It shall keep client information in the form of username and if a client leaves the server for some reason, then the server shall remove all the information pertaining to that client and in the case of a player who currently has a game, then shall inform all the relevant parties and close their session(s). In this sense, user information kept in the server shall be valid only during their connection to the server.

TO

3.1.4. The server shall keep client information accessible (keyed) by username and if a client leaves the server for some reason, then the server shall remove all the information pertaining to that client. In this sense, user information kept in the server shall be valid only during their connection to the server.

- Leave requirement is changed from leaving anytime to only leaving while waiting an opponent or watching a game. This brings some simplification.

2.1.3.5. (System-Wide Functional Requirement) is rephrased FROM

2.1.3.5. Leave the server. A user shall be able to leave the system anytime he/she wants. If a player who currently has a game leaves, then all the relevant parties (his/her opponent, watchers) will be informed and their session will be closed.

TO

2.1.3.5. Leave the server. A user shall be able to leave the system only when he/she is either waiting an opponent to play a game or watching a game.

- Introduction is rephrased. Stateless does not reflect the intention here FROM

The application features a stateless server (i.e. Backgammon Server, hereforth "BS"), meaning that user (player or watcher) credentials (only username in this case) are valid during their connection to the server.

TO

The application features a server (i.e. Backgammon Server, hereforth "BS") that only keeps user credentials (only username in this case) during their connection to the server. Once the connection ends, all the user credentials are removed from the server.

- Proofreading, better wording, consistency and some minor typos. Some Examples:

System-wide -> System-Wide

Backgammon Server Functional Requirements -> Backgammon Server Requirements

between -> among

to log in, either play or watch -> to log in, and then either play or watch

- Author's name is added to the top of the document

