Software Requirements Specification

For

Lair of Shadows

Version 1.3.1 approved

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ShadowTech LLC

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Revision History

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# Introduction

## Purpose

This SRS (system requirement specification) document will describe the requirements for the creation of Lair of Shadows, release version 1.0 in its entirety (i.e. this document will cover the scope of the entire system). The goal of this SRS is to provide the reader with an understanding of the goals of the system described, as well as various functional and quality requirements (to be denoted later in the document).

## Document Conventions

This SRS document will comply with the following:

* **OPEN Process Framework (OPF) Conventions:**
* Use Case Modeling Guidelines, which documents the guidelines used to develop the use case model specifying the functional requirements in this specification.
* System Requirements Specification Content and Format Standard, which specifies the content and format of this specification.
* System Requirements Specification Inspection Checklist, which is used during the inspection of this specification.
* System Requirements Specification Template, which provides the skeleton of this specification.

## Intended Audience and Reading Suggestions

Each section will begin with a brief overview describing the purpose of that section. Readers of this document can identify whether each section is pertinent to their requirements from the section overview.

* This document is intended for, but not limited to the following readers:
  + Project Managers – who will require this level of overview to guide scheduling, delineate budgeting decisions, and direct work activity.
  + Developers – who will be responsible for implementing software that meets the requirements specified in this document.
  + Quality Assurance Enforcement – who will ensure that sufficient quality control measures are specified in the document.
  + Testers – who will validate that the system specification provides adequate descriptions so they may ensure that the system is working to those specifications.

## Project Scope

* Lair of Shadows is intended to be implemented as a single deliverable that will not require any additional modularity.
* This project keeps in line with ShadowTech corporate strategy of aiming at niche sectors of the pc gaming market by aiming for the following:
  + Science Fiction Fans – Lair of Shadows will take place in a fantasy world consistent with classical role-playing game environments popular amongst this audience.
  + Independent Gaming Fans – this game is being designed by a team of gamers who will have complete creative control over its implementations.
  + Nostalgic PC Gamers – this audience appreciates a “less-is-more” gaming experience, preferring to trade graphics and gimmicks for game content.

## References

Software Engineering: A Practitioner’s Approach, 7/e, by Robert Pressman

# Overall Description

## Product Perspective

Lair of Shadows is a new, self-contained game. It is not a continuation or a replacement for an existing product. This product is not part of any larger system. There are no current plans for continuations, side-stories, or sequels to this project.

## Product Features

This product is a game in which the user will be able to advance based on the choices he or she makes, similar to a “choose your own adventure” story. The player will be able to start a new game and quit a game. A player will choose a class for his or her character and, throughout the course of the game, enhance the attributes of the character to prepare it for the game’s final encounter. The player will also make choices determined by the game’s artificial intelligence (i.e. whether to fight or run, whether to attack or defend, determine which direction to go). The game will have a start screen and an end game screen. Game play will incorporate images (possibly of characters and landscapes).

## User Classes and Characteristics

In this game there will be two user classes, the player and the dungeon master/artificial intelligence. The player will be able to progress through the game and will have the option to save, quit, and load saved games. The dungeon master/artificial intelligence will decide through probability/random choice what obstacles and/or choices the player will encounter.

## Operating Environment

This game is to be coded/written in the Java language, so it is imperative that the computer on which the game is played has a Java runtime environment. It may make no difference whether the game runs on the Windows, LINUX/UNIX, or Mac OS X operating systems depending on the Java platform, but the team is primarily focusing on the Windows Operating System, Windows XP or later.

## Design and Implementation Constraints

Items that may limit options available to the developers may include the RAM and operating systems available on customer computers, and that the game will be written in Java, as the language may not allow the developers to include or create certain features in the game. The team members are not as experienced in graphics as in their coding, so there will be a minimal amount of pictures. Depending on the Java platform used the game may only be able to run on certain operating systems.

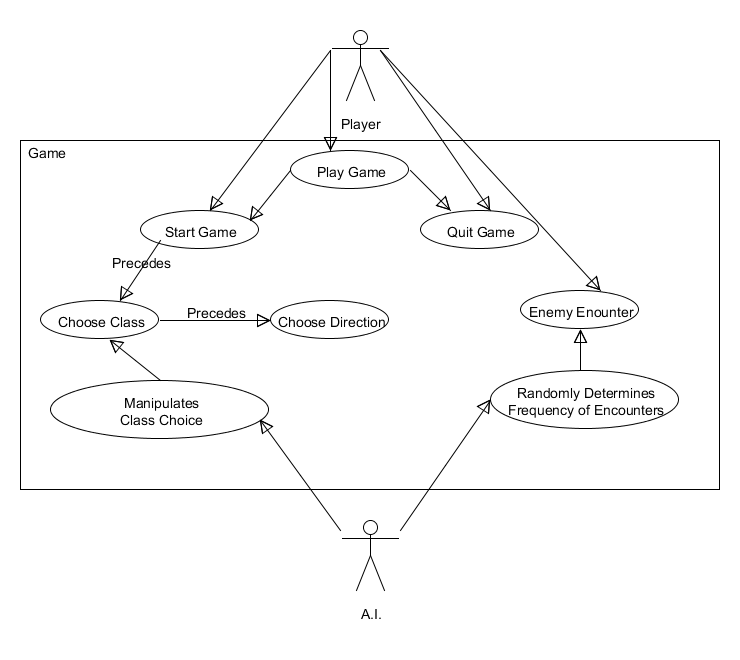
## User Documentation

There will be a user manual and/or readme file that will be delivered along with the game so that the user/player may be able to understand the basic control of the game.

## Assumptions and Dependencies

This project is to be coded/written in the Java language, so it is imperative that the computer on which the game is played has a Java runtime environment.

# System Features



**Figure 1: G1 – Game**

**3. 1** **G1-Play Game**

**3.1.1** **Objective** - The player must play through the game to its ending

**3.1.2. Priority** – High

**3.1.3 Source** – End-User

**3.1.4 Actors** – Player and AI

**3.1.5 Flow of Events**

**3.1.5.1 Basic Flow -**

1.1 Player chooses to play game

1.2 Player chooses class

1.3 AI randomizes class attributes

1.4 Player chooses direction

1.5 AI initializes enemy encounter

1.6 Return to 1.4 until final boss is met

1.7 Player defeats final boss

1.8 Player wins the game

**3.1.5.2 Alternative Flow 1** - At any point in the game the Player decides to quit

2.1 The player chooses to quit

2.2 The game ends

2.3 End or quit game screen/message appears

**3.1.5.3 Exception Flow** -

3.1 The game never begins or crashes on launch

**3.1.6 Includes** - Encounter Enemy

**3.1.7 Requirements** -see Requirements Chart in section 7.

**3.1.8 Preconditions** -The player decides to purchase and play the game.

**3.1.9 Post conditions** - The player finishes the game

**3.1.10 Notes/Issues** - None at this time

**3. 2** **G1-Start Game**

**3.2.1** **Objective** - The player must select the start game option

**3.2.2. Priority** – High

**3.2.3 Source** – End-User

**3.2.4 Actors** – Player

**3.2.5 Flow of Events**

**3.2.5.1 Basic Flow -**

1.1 Player chooses to play game

1.2 Player chooses to start the game

**3.2.5.2 Alternative Flow 1** – The player decides not to play the game

2.1 The player chooses to play game

2.2 The player does not choose to start the game

2.3 The player exits the game

**3.2.5.3 Exception Flow** -

3.1 The game never begins or crashes on launch

3.2 The start button does not function

**3.2.6 Includes** – N/A

**3.2.7 Requirements** -see Requirements Chart in section 7.

**3.2.8 Preconditions** -The player decides to purchase and play the game.

**3.2.9 Post conditions** - The player plays after starting the game

**3.2.10 Notes/Issues** - None at this time

**3. 3** **G1-Quit Game**

**3.3.1** **Objective** - The player must select the quit game option

**3.3.2. Priority** – High

**3.3.3 Source** – End-User

**3.3.4 Actors** – Player

**3.3.5 Flow of Events**

**3.3.5.1 Basic Flow -**

1.1 Player chooses to play game

1.2 Player chooses to quit the game

**3.3.5.2 Alternative Flow 1** – The player decides to actually play the game

2.1 The player chooses to play game

2.2 The player doesn’t choose to quit the game

2.3 The player starts the game

**3.3.5.3 Exception Flow** -

3.1 The game never begins or crashes on launch

3.2 The quit game button does not function

**3.3.6 Includes** – N/A

**3.3.7 Requirements** -see Requirements Chart in section 7.

**3.3.8 Preconditions** -The player decides to purchase and play the game.

**3.3.9 Post conditions** - The player plays after starting the game

**3.3.10 Notes/Issues** - None at this time

**3. 4** **G1-Choose Class**

**3.4.1** **Objective** - The player must select their preferred class

**3.4.2. Priority** – High

**3.4.3 Source** – End-User

**3.4.4 Actors** – Player and AI

**3.4.5 Flow of Events**

**3.4.5.1 Basic Flow -**

1.1 Player chooses to play game

1.2 Player chooses to start the game

1.3 Player chooses the warrior

1.4 AI randomizes warrior’s starting stats

**3.4.5.2 Alternative Flow 1** – The player decides on a different class

2.1 The player chooses to play game

2.2 The player chooses to start the game

2.3 The player chooses the rogue

2.4 AI randomizes rogue’s starting stats

**3.4.5.3 Alternate Flow 2 –** The player decides on a different class

3.1 The player chooses to play game

3.2 The player chooses to start the game

3.3 The player chooses the mage

3.4 AI randomizes mage’s starting stats

**3.4.5.4 Exception Flow** -

3.1 The game never begins or crashes on launch

3.2 The interface for choosing a class does not function

**3.4.6 Includes** – Start Game

**3.4.7 Requirements** -see Requirements Chart in section 7.

**3.4.8 Preconditions** -The player decides to purchase and play the game.

**3.4.9 Post conditions** - The player plays after starting the game

**3.4.10 Notes/Issues** - None at this time

**3. 5** **G1-Choose Direction**

**3.5.1** **Objective** - The player must select their preferred direction

**3.5.2. Priority** – High

**3.5.3 Source** – End-User

**3.5.4 Actors** – Player and AI

**3.5.5 Flow of Events**

**3.5.5.1 Basic Flow -**

1.1 Player chooses to play game

1.2 Player chooses to start the game

1.3 Player chooses the first direction

1.4 Player chooses a sub-section

1.5 AI sets a random chance for an encounter

**3.5.5.2 Alternative Flow 1** – The player decides on a different direction

2.1 Player chooses to play game

2.2 Player chooses to start the game

2.3 Player levels up the required amount

2.4 Player chooses the second direction

2.5 Player chooses a sub-section

2.6 AI sets a random chance for an encounter

**3.5.5.3 Alternate Flow 2 –** The player decides on a different direction

3.1 Player chooses to play game

3.2 Player chooses to start the game

3.3 Player levels up the required amount

3.4 Player chooses the third direction

3.5 Player chooses a sub-section

3.6 AI sets a random chance for an encounter

**3.5.5.4 Exception Flow** -

4.1 The game never begins or crashes on launch

4.2 The interface for direction does not function

4.3 The interface for sub-section does not function

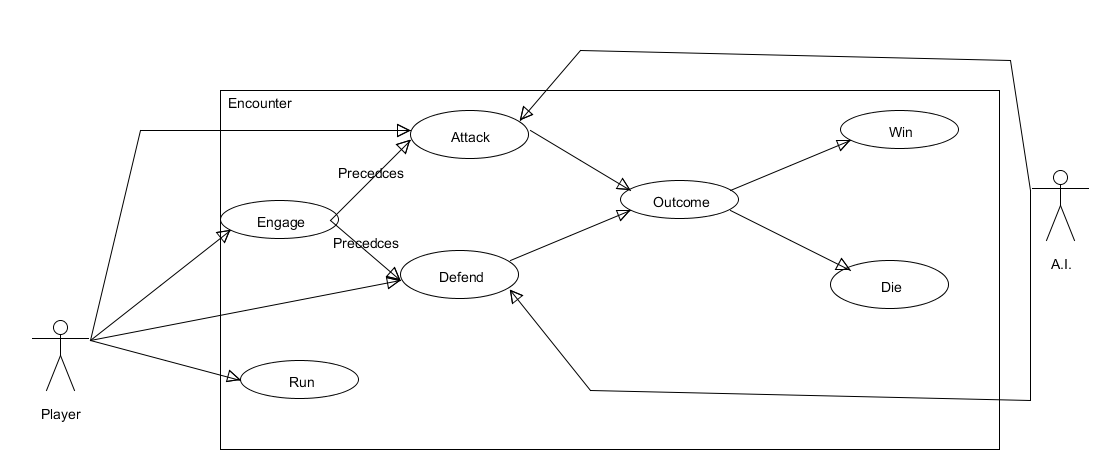
**3.5.6 Includes** – Start Game, Choose Class

**3.5.7 Requirements** -see Requirements Chart in section 7.

**3.5.8 Preconditions** -The player decides to purchase and play the game.

**3.5.9 Post conditions** - The player plays after starting the game

**3.5.10 Notes/Issues** - None at this time



**Figure 2: E1 – Encounter**

**3.6 E1-Encounter**

**3.6.1** **Objective** – The player must overcome an enemy generated by the AI

**3.6.2. Priority** – High

**3.6.3 Source** – End-User

**3.6.4 Actors** – Player and AI

**3.6.5 Flow of Events**

**3.6.5.1** **Basic Flow** -

1.1 Player encounters an enemy

1.2 Player decides to fight

1.3 Player attacks

1.4 AI generates enemy attack

1.5 Player is victorious over enemy encountered

**3.6.5.2** **Alternative Flow 2** - Player decides to run

2.1 Player chooses to run instead of fight

2.2 Player is successful at running away

**3.6.5.3 Alternative Flow 3** - Player decides to defend

3.1 Player chooses to defend

3.2 Player fends off current enemy attack

**3.6.5.4 Alternative Flow 4** – Player is killed during an encounter

4.1 Player fails to defeat enemy/boss and is killed

4.2 Game Over message is displayed

4.3 Player is prompted to choose to quit or play again

**3.6.5.5 Exception Flow –**

5.1 The game glitches at an encounter

5.2 The run button does not function

5.3 The fight button does not function

**3.6.6 Includes** - None

**3.6.7 Requirements** -see Requirements Chart in section 7.

**3.6.8 Preconditions** – Player has selected a direction to travel

**3.6.9 Post conditions** – Player wins and continues or loses and dies

**3.6.10 Notes/Issues** - None at this time

**3.7 E1-Run**

**3.7.1** **Objective** – The player must run from the fight

**3.7.2. Priority** – High

**3.7.3 Source** – End-User

**3.7.4 Actors** – Player

**3.7.5 Flow of Events**

**3.7.5.1** **Basic Flow** -

1.1 Player encounters an enemy

1.2 Player decides to run

1.3 Player escapes combat

1.4 Player doesn’t receive anything

**3.7.5.2** **Alternative Flow 2** - Player decides not to run

2.1 Player chooses to fight instead of run

2.2 Player is successful at running away

**3.7.5.3 Exception Flow –**

5.1 The game glitches at an encounter

5.2 The run button does not function

**3.7.6 Includes** - Encounter

**3.7.7 Requirements** -see Requirements Chart in section 7.

**3.7.8 Preconditions** – Player has selected a direction to travel

**3.7.9 Post conditions** – Player wins and continues or loses and dies

**3.7.10 Notes/Issues** - None at this time

**3.8 E1-Engage**

**3.8.1** **Objective** – The player must fight

**3.8.2. Priority** – High

**3.8.3 Source** – End-User

**3.8.4 Actors** – Player

**3.8.5 Flow of Events**

**3.8.5.1** **Basic Flow** -

1.1 Player encounters an enemy

1.2 Player decides to engage

1.3 Player chooses to attack

1.4 The player does damage

**3.8.5.2** **Alternative Flow 2** – Player blocks

2.1 Player encounters an enemy

2.2 Player decides to engage

2.3 Player chooses to block

2.4 The player takes reduced damage

**3.8.5.3 Exception Flow –**

1.1 The game glitches at an encounter

1.2 The attack button does not function

1.3 The defend button does not function

**3.8.6 Includes** - Encounter

**3.8.7 Requirements** -see Requirements Chart in section 7.

**3.8.8 Preconditions** – Player has selected a direction to travel

**3.8.9 Post conditions** – Player wins and continues or loses and dies

**3.8.10 Notes/Issues** - None at this time

**3.9 E1-Attack**

**3.9.1** **Objective** – The player must attack

**3.9.2. Priority** – High

**3.9.3 Source** – End-User

**3.9.4 Actors** – Player and AI

**3.9.5 Flow of Events**

**3.9.5.1** **Basic Flow** -

1.1 Player encounters an enemy

1.2 Player decides to engage

1.3 Player chooses to attack

1.4 AI chooses a random attack value

1.5 Enemy attacks

1.6 AI chooses a random attack value

1.7 The player does damage

1.8 The player takes damage

**3.9.5.2** **Alternative Flow 2** – Enemy blocks

1.1 Player encounters an enemy

1.2 Player decides to engage

1.3 Player chooses to attack

1.4 AI chooses a random attack value

1.5 Enemy defends

1.6 The player does reduced damage

**3.9.5.3 Exception Flow –**

1.1 The game glitches at an encounter

1.2 The attack button does not function

**3.9.6 Includes** – Encounter, Engage

**3.9.7 Requirements** -see Requirements Chart in section 7.

**3.9.8 Preconditions** – Player has selected a direction to travel

**3.9.9 Post conditions** – Player wins and continues or loses and dies

**3.9.10 Notes/Issues** - None at this time

**3.10 E1-Defend**

**3.10.1** **Objective** – The player must defend

**3.10.2. Priority** – High

**3.10.3 Source** – End-User

**3.10.4 Actors** – Player and AI

**3.10.5 Flow of Events**

**3.10.5.1** **Basic Flow** -

1.1 Player encounters an enemy

1.2 Player decides to engage

1.3 Player chooses to defend

1.4 Enemy attacks

1.5 AI chooses a random attack value

1.6 The player takes reduced damage

**3.10.5.2** **Alternative Flow 2** – Enemy blocks

1.1 Player encounters an enemy

1.2 Player decides to engage

1.3 Player chooses to defend

1.5 Enemy defends

**3.10.5.3 Exception Flow –**

1.1 The game glitches at an encounter

1.2 The defend button does not function

**3.10.6 Includes** – Encounter, Engage

**3.10.7 Requirements** -see Requirements Chart in section 7.

**3.10.8 Preconditions** – Player has selected a direction to travel

**3.10.9 Post conditions** – Player wins and continues or loses and dies

**3.10.10 Notes/Issues** - None at this time

**3.11 E1-Outcome**

**3.11.1** **Objective** – The player ended a fight

**3.11.2. Priority** – High

**3.11.3 Source** – End-User

**3.11.4 Actors** – Player

**3.11.5 Flow of Events**

**3.11.5.1** **Basic Flow** -

1.1 Player encounters an enemy

1.2 Player decides to engage

1.3 Player wins

**3.11.5.2** **Alternative Flow 2** – Enemy wins

1.1 Player encounters an enemy

1.2 Player decides to engage

1.3 Player dies

**3.11.5.3 Exception Flow –**

1.1 The game fails to start the encounter

1.2 The game fails to progress past the end of the encounter

**3.11.6 Includes** – Encounter, Engage

**3.11.7 Requirements** -see Requirements Chart in section 7.

**3.11.8 Preconditions** – Player has selected a direction to travel

**3.11.9 Post conditions** – Player wins and continues or loses and dies

**3.11.10 Notes/Issues** - None at this time

**3.12 E1-Win**

**3.12.1** **Objective** – The player wins

**3.12.2. Priority** – High

**3.12.3 Source** – End-User

**3.12.4 Actors** – Player

**3.12.5 Flow of Events**

**3.12.5.1** **Basic Flow** -

1.1 Player encounters an enemy

1.2 Player decides to engage

1.3 Player wins

1.4 Player returns to the location they were at the time of engagement

**3.12.5.2 Exception Flow –**

5.1 The game fails to start the encounter

5.2 The game glitches when a player wins

5.3 The game doesn’t return the player to their previous position

**3.12.6 Includes** – Encounter, Engage, Outcome

**3.12.7 Requirements** -see Requirements Chart in section 7.

**3.12.8 Preconditions** – Player has selected a direction to travel

**3.12.9 Post conditions** – Player wins and continues or loses and dies

**3.12.10 Notes/Issues** - None at this time

**3.13 E1-Die**

**3.13.1** **Objective** – The player wins

**3.13.2. Priority** – High

**3.13.3 Source** – End-User

**3.13.4 Actors** – Player

**3.13.5 Flow of Events**

**3.13.5.1** **Basic Flow** -

1.1 Player encounters an enemy

1.2 Player decides to engage

1.3 Player dies

1.4 Player is sent to the death menu

**3.13.5.2 Exception Flow –**

5.1 The game glitches at an encounter

5.2 The game glitches when a player loses

5.3 The game doesn’t return the player to the quit menu

**3.13.6 Includes** – Encounter, Engage, Outcome

**3.13.7 Requirements** -see Requirements Chart in section 7.

**3.13.8 Preconditions** – Player has selected a direction to travel

**3.13.9 Post conditions** – Player wins and continues or loses and dies

**3.13.10 Notes/Issues** - None at this time

# External Interface Requirements

## User Interfaces

The user interface will be created using Java Swing and will include a minimize, maximize, and close button. The interface will have three (possibly more) buttons for user choices within the game, one of which will allow the user to quit the game. The interface will have two portraits on the left one will be of the player character, the other will be of the enemy at hand or the current landscape.

## Hardware Interfaces

To accommodate the installation and play of the game a computer requires at a minimum 5MB of free disk space, 128MB of RAM, and a 16 bit CPU running at 512MHz.

## Software Interfaces

The computer on which this game runs must have the Java Runtime Environment installed.

## Communications Interfaces

There are no current plans for a communication interface for this game.

# Other Nonfunctional Requirements

## Age Appropriate Material

This subsection specifies the following requirements concerning the degree to which offensive material will be allowed in the game. This game is intended to reach audiences of all ages.

* AAM-1) Lair Of Shadows shall refrain from using profane language
* AAM-2) Any imagery introduced into game play shall not display character nudity
* AAM-3) Violence will be portrayed in the effect of cartoon in effort to distance from graphic content

## Licensing

This subsection specifies the following requirements concerning the assurance that users of the game have purchased a valid copy with a ShadowTech issued software license.

* L-1) A demo version of the game will be made available to commercial retailers that allow an introductory game experience without the use of a software license.
* L-2) Full-versions of the game will require a valid license number be entered before the software becomes playable.

## Maintainability

This subsection specifies the following requirements concerning the efficient and timely resolution of errors in the game.

* M-1) ShawdowTech shall provide a mechanism to deliver software patches digitally for errors undiscovered in testing.
* M-2) Technical support will be made available to assist customers with a valid software key with common technical issues (i.e. installation assistance, game play explanation).

## Quality Attributes

This subsection specifies the following requirements concerning the level of quality expected in finished product.

**5.4.1 Quality Assurance Testing**

* Lair of Shadows will pass every quality assurance and unit test developed before being released for commercial sales.
* All quality assurance testing will be designed by developers of Lair of Shadows and approved by ShadowTech Quality Assurance personnel.

**5.4.2 User Acceptance**

* Gameplay shall be intuitive to native pc-game playing customers.
* User acceptance testing will be designed by ShadowTech Quality Assurance personnel and tested by ShadowTech game testers.
  + Testers must assign an acceptability rating of 8 or higher (on a 1-10 scale) before the system will be allowed to release.

# Other Requirements

To be added.

# System Requirements Chart

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ***ID*** | ***Priority*** | ***Type***  *F = Functional*  *NF = Non-Functional* | ***Source*** | ***Contained in Use Case(s)*** | ***Description*** |
| *1.0* | *High* | *F* | *End-User – the Player* | *G1* | *The system shall run the game until the player gets to the end.* |
| *1.1* | *High* | *F* | *End-User – the Player* | *G1* | *The system shall prompt the player to start the game.* |
| *1.2* | *High* | *F* | *End-User – the Player* | *G1* | *The system shall prompt the player to quit the game.* |
| *1.3* | *High* | *F* | *End-User – the Player* | *G1* | *The system shall prompt the player to choose their character’s class (the player’s role) before continuing through the game.* |
| *1.4* | *Medium* | *F* | *End-User – the Player* | *G1* | *The system shall allow the user to choose a direction to move in.* |
| *1.5* | *High* | *F* | *End-User – the Player* | *G1* | *The system shall generate an enemy encounter.* |
| *1.6* | *High* | *F* | *End-User – the Player* | *G1* | *The system will not crash when the game is opened* |
| *2.0* | *Medium* | *NF* | *Customer – a Parent* | *N/A* | *The game shall not contain profane language.* |
| *2.1* | *Medium* | *NF* | *Customer – a Parent* | *N/A* | *The game shall not contain any explicit graphics.* |
| *2.2* | *Medium* | *NF* | *Customer – a Parent* | *N/A* | *The game will contain cartoon style violence.* |
| *3.0* | *High* | *F* | *End-User – the Player* | *G1* | *The system shall allow the user to start a new game* |
| *3.1* | *High* | *F* | *End-User – the Player* | *G1* | *The system shall allow the user to leave the start menu* |
| *3.2* | *High* | *F* | *End-User – the Player* | *G1* | *The system will read the start button when pushed* |
| *4.0* | *High* | *F* | *End-User – the Player* | *G1* | *The system shall allow the user to quit the game* |
| *4.1* | *High* | *F* | *End-User – the Player* | *G1* | *The system shall give the user the choice not to quit* |
| *4.2* | *High* | *F* | *End-User – the Player* | *G1* | *The system will read the quit button when pushed* |
| *5.1* | *High* | *F* | *End-User – the Player* | *G1* | *The system will allow the user to choose a class* |
| *5.2* | *High* | *F* | *End-User – the Player* | *G1* | *The system will allow the user to choose the Warrior Class* |
| *5.3* | *High* | *F* | *End-User – the Player* | *G1* | *The system will allow the user to choose the Rogue Class* |
| *5.4* | *High* | *F* | *End-User – the Player* | *G1* | *The system will allow the user to choose the Mage Class* |
| *5.5* | *High* | *F* | *End-User – the Player* | *G1* | *The system will function at the class choice menu* |
| *6.1* | *High* | *F* | *End-User – the Player* | *G1* | *The system will allow the user to choose a direction* |
| *6.2* | *High* | *F* | *End-User – the Player* | *G1* | *The system will allow the user to choose the first direction* |
| *6.3* | *High* | *F* | *End-User – the Player* | *G1* | *The system will allow the user to choose the second direction after a certain level has been reached* |
| *6.4* | *High* | *F* | *End-User – the Player* | *G1* | *The system will allow the user to choose the third direction after a certain level has been reached* |
| *6.5* | *High* | *F* | *End-User – the Player* | *G1* | *The system will allow a user to choose a sub-section for each direction* |
| *6.6* | *High* | *F* | *End-User – the Player* | *G1* | *The system will read the buttons for each direction* |
| *6.7* | *High* | *F* | *End-User – the Player* | *G1* | *The system will read the buttons for each sub-section* |
| *7.1* | *High* | *F* | *End-User – the Player* | *G1* | *The system will switch the user from travel to an encounter* |
| *7.2* | *High* | *F* | *End-User – the Player* | *E1* | *The system will enter the user into combat mode against an enemy* |
| *7.3* | *High* | *F* | *End-User – the Player* | *E1* | *The system will allow the user to choose to fight* |
| *7.4* | *High* | *F* | *End-User – the Player* | *E1* | *The system will allow the user to attack in combat* |
| *7.5* | *High* | *F* | *End-User – the Player* | *E1* | *The system will allow the user to defend in combat* |
| *7.6* | *High* | *F* | *End-User – the Player* | *E1* | *The system will allow the user to run from an encounter* |
| *7.7* | *High* | *F* | *End-User – the Player* | *E1* | *The system will bring user to the death menu if they fall in combat* |
| *7.8* | *High* | *F* | *End-User – the Player* | *E1* | *The system will successfully start an encounter* |
| *7.9* | *High* | *F* | *End-User – the Player* | *E1* | *The system will read the fight button* |
| *7.10* | *High* | *F* | *End-User – the Player* | *E1* | *The system will read the run button* |
| *8.1* | *High* | *F* | *End-User – the Player* | *E1* | *The system will return the user to their previous point if they choose to run* |
| *9.1* | *High* | *F* | *End-User – the Player* | *E1* | *The system will allow the user to attack the enemy* |
| *9.2* | *High* | *F* | *End-User – the Player* | *E1* | *The system will cause the enemy to attack in combat* |
| *9.3* | *High* | *F* | *End-User – the Player* | *E1* | *The system will read the attack button* |
| *10.1* | *High* | *F* | *End-User – the Player* | *E1* | *The system will allow the player to defend in combat* |
| *10.2* | *High* | *F* | *End-User – the Player* | *E1* | *The system will cause the enemy to defend in combat* |
| *10.3* | *High* | *F* | *End-User – the Player* | *E1* | *The system will read the defend button* |
| *11.1* | *High* | *F* | *End-User – the Player* | *E1* | *The system will recognize the end of an encounter* |
| *11.2* | *High* | *F* | *End-User – the Player* | *E1* | *The system will recognize that an enemy has lost and award the player with experience and loot* |
| *11.3* | *High* | *F* | *End-User – the Player* | *E1* | *The system will return the user to their previous position after winning in combat* |
| *12.1* | *High* | *F* | *End-User – the Player* | *E1* | *The system will recognize that the user has lost and will give the option to quit or play again* |
| *12.2* | *High* | *F* | *End-User – the Player* | *E1* | *The system will successfully bring the user to the opening game menu if they quit* |
| *12.3* | *High* | *F* | *End-User – the Player* | *E1* | *The system will successfully bring the user to the start game menu if they want to play again* |
| *13.1* | *High* | *NF* | *Gamers – Potential Customer* | *N/A* | *The game will be distributed as a demo for any gamer willing to try the game.* |
| *13.2* | *High* | *NF* | *The Company – ShadowTech LLC* | *N/A* | *The fully-playable game will require a valid license number.* |
| *14.1* | *High* | *NF* | *End-User – the Player* | *N/A* | *The game will be provided software patches for any errors not caught during testing.* |
| *14.2* | *High* | *NF* | *End-User – the Player* | *N/A* | *Customer support shall be provided to the customers.* |
| *15.1* | *High* | *NF* | *The Company – ShadowTech LLC* | *N/A* | *The game shall pass quality assurance.* |
| *15.2* | *High* | *NF* | *The Company – ShadowTech LLC* | *N/A* | *The game shall pass unit tests.* |
| *15.3* | *High* | *NF* | *The Company – ShadowTech LLC* | *N/A* | *Quality assurance shall be developed by the developers.* |
| *15.4* | *High* | *NF* | *The Company – ShadowTech LLC* | *N/A* | *Quality assurance shall be approved by quality assurance personnel.* |
| *15.5* | *High* | *NF* | *End-User – the Player* | *N/A* | *The game shall have intuitive gameplay.* |
| *15.6* | *High* | *NF* | *The Company – ShadowTech LLC* | *N/A* | *User acceptance testing shall be designed by quality assurance personnel.* |
| *15.7* | *High* | *NF* | *The Company – ShadowTech LLC* | *N/A* | *User acceptance testing shall be tested by game testers.* |
| *15.8* | *High* | *NF* | *The Company – ShadowTech LLC* | *N/A* | *The game shall have an acceptance rating of 8 or above by game testers.* |

Appendix A: Glossary

<Define all the terms necessary to properly interpret the SRS, including acronyms and abbreviations. You may wish to build a separate glossary that spans multiple projects or the entire organization, and just include terms specific to a single project in each SRS.>

Appendix B: Analysis Models

<Optionally, include any pertinent analysis models, such as data flow diagrams, class diagrams, state-transition diagrams, or entity-relationship diagrams.>

Appendix C: Issues List

< This is a dynamic list of the open requirements issues that remain to be resolved, including TBDs, pending decisions, information that is needed, conflicts awaiting resolution, and the like.>