

# MoSCoW

## *General features description*

### **Must Have**

*Adjusting code to specification and adding network communication*

1. The user can configure the game with more parameters.
2. After being accepted to the game, Agents get initial game data as per specification.
3. Agents and Game Master send and receive messages of types matching specification requirements.
4. Game progress results are logged into a file\*.
5. The user can see game statistics at the end of each game\*.
6. Game Master and each Agent can connect to the Communication Server from remote workstations.
7. Agents from remote workstations can exchange information.
8. A special agent called Leader can directly request and get information from another Agent.
9. Communication between Agents and Game Master is regulated by official communication protocol.

### **Should Have**

*Reliable distributed system, Agent strategies and cooperation with other teams*

1. System can work in a verbose mode\*.
2. Game system is resistant to failure of a single node.
3. Agents can play according to some strategy.
4. All modules are able to work together with modules created by other teams.

### **Could Have**

*Non-essential game features that might enhance game experience*

1. Communication Server prints current system state\*.
2. Game statistics are saved into .csv files\*.

### **Won't Have**

*Possible game features out of specification scope*

1. Agents can adjust their strategies during game time.

\* Features that might change as a result of specification update or laboratory group discussions

## **Must Have**

*Code adjustments to the official specification*

1. The user can configure the game with more parameters.
2. After being accepted to the game, Agents get initial game data as per specification.
3. Agents and Game Master send and receive messages of types matching specification requirements.

## **Should Have**

*Registering game progress and statistics*

1. Game progress and results are logged into a file\*.
2. The user can see game statistics at the end of each game\*.

## **Could Have**

*Information exchange between Agents*

1. Agents can exchange information.
2. A special agent called Leader can directly request and get information from another Agent.

## **Won't Have**

*Remote communication, elaborate game strategies and cooperation with other teams*

1. Game Master and each Agent can connect to the Communication Server from remote workstations.
2. Agents from remote workstations can exchange information.
3. Communication between Agents and Game Master is regulated by official communication protocol.
4. Game system is resistant to failure of a single node.
5. Agents can play according to some strategy.
6. All modules are able to work together with modules created by other teams.

\* Features that might change as a result of specification update or laboratory group discussions

## **Must Have**

*Registering game progress and statistics*

1. Game progress and results are logged into a file\*.
2. The user can see game statistics at the end of each game\*.

## **Should Have**

*Information exchange between Agents*

1. Agents can exchange information.
2. A special agent called Leader can directly request and get information from another Agent.

## **Could Have**

*Setup of remote connections*

1. Game Master and each Agent can connect to the Communication Server from remote workstations.
2. Agents from remote workstations can exchange information.

## **Won't Have**

*Communication protocol and reliability, agent strategies and inter-team cooperation*

1. Communication between Agents and Game Master is regulated by official communication protocol.
2. Game system is resistant to failure of a single node.
3. Agents can play according to some strategy.
4. All modules are able to work together with modules created by other teams.

\* Features that might change as a result of specification update or laboratory group discussions

## **Must Have**

### *Information exchange between Agents*

1. Agents can exchange information.
2. A special agent called Leader can directly request and get information from another Agent.

## **Should Have**

### *Setup of remote connections*

1. Game Master and each Agent can connect to the Communication Server from remote workstations.
2. Agents from remote workstations can exchange information.

## **Could Have**

### *Communication protocol*

1. Communication between Agents and Game Master is regulated by official communication protocol.

## **Won't Have**

### *System reliability, agent strategies and additional game features*

1. Game system is resistant to failure of a single node.
2. Agents can play according to some strategy.
3. All modules are able to work together with modules created by other teams.
4. Communication Server prints current system state\*.
5. Game statistics are saved into .csv files\*.

\* Features that might change as a result of specification update or laboratory group discussions