Let’s Quiz

Initial Requirement Model

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Table of Contents

[1. Introduction 3](#_Toc508461209)

[1. Purpose 3](#_Toc508461210)

[2. Objectives 4](#_Toc508461211)

[3. Scope 4](#_Toc508461212)

[2. Overall description 4](#_Toc508461213)

[1. Product functions 4](#_Toc508461214)

[2. Product perspectives 4](#_Toc508461215)

[3. Product features 4](#_Toc508461216)

[4. User characteristics 4](#_Toc508461217)

[5. Assumptions and dependencies 4](#_Toc508461218)

[3. Specific requirements 4](#_Toc508461219)

[1. External interface requirements (Non-functional requirements) – 4](#_Toc508461220)

[2. User interfaces 4](#_Toc508461221)

[3. Hardware interfaces 4](#_Toc508461222)

[4. Software interfaces 4](#_Toc508461223)

[5. Communications interfaces 4](#_Toc508461224)

[6. Other non-functional requirements 4](#_Toc508461225)

[4. Functional requirements 4](#_Toc508461226)

[5. Hardware requirements / Software requirements 4](#_Toc508461227)

[6. System Design 4](#_Toc508461228)

[7. Model 4](#_Toc508461229)

[1. Introduction 4](#_Toc508461230)

[2. Context Model 4](#_Toc508461231)

[3. Models 4](#_Toc508461232)

[i) Interaction Model 4](#_Toc508461233)

[(1) Use cases 4](#_Toc508461234)

[(2) Use case diagrams 7](#_Toc508461235)

[8. Non-Functional Requirements or Quality Attributes 7](#_Toc508461236)

[1. Security 7](#_Toc508461237)

[2. Reliability 7](#_Toc508461238)

[3. Performance 7](#_Toc508461239)

[4. Maintainability 7](#_Toc508461240)

[5. Scalability 7](#_Toc508461241)

[6. Usability 7](#_Toc508461242)

[7. Portability 7](#_Toc508461243)

[9. Glossary 8](#_Toc508461244)

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# 1. Introduction

The aim of the Let’s Quiz project is to design an online multi player trivia question game that allows players to register or login using social media accounts or as a guest. It will allow social interactions such as Invite friends, and share. The game will allow highest score recording and meaningful, fun game play.

## Purpose

This Initial Requirements Model document will describe the requirements and specifications of the Let’s Quiz online trivia game. We will use this document to set expectations of for the development of this project A requirements documentation is needed to guide the developers through to completion.

## Objectives

## Scope

# 2. Overall description

## Product functions

## Product perspectives

## Product features

## User characteristics

## Assumptions and dependencies

# 3. Specific requirements

## External interface requirements (Non-functional requirements) –

## User interfaces

## Hardware interfaces

## Software interfaces

## Communications interfaces

## Other non-functional requirements

# 4. Functional requirements

# 5. Hardware requirements / Software requirements

# 6. System Design

# 7. Model

## Introduction

## Context Model

## Models

### Interaction Model

#### Use cases

Use Case: Login Guest

1. Brief Description

2. Trigger

3. Actors

4. Stakeholders

5. Related Use Cases

6. Pre-conditions

7. Post-conditions

8. Normal Flow

9. Alternate Flows

10. Exception Flows

11. Sub flows

12. Key Scenarios

13. Other Quality Requirements

Use Case: Login Registered User

1. Brief Description

2. Trigger

3. Actors

4. Stakeholders

5. Related Use Cases

6. Pre-conditions

7. Post-conditions

8. Normal Flow

9. Alternate Flows

10. Exception Flows

11. Sub flows

12. Key Scenarios

13. Other Quality Requirements

Use Case: Login Facebook

1. Brief Description

2. Trigger

3. Actors

4. Stakeholders

5. Related Use Cases

6. Pre-conditions

7. Post-conditions

8. Normal Flow

9. Alternate Flows

10. Exception Flows

11. Sub flows

12. Key Scenarios

13. Other Quality Requirements

Use Case: Login Play Services

1. Brief Description

2. Trigger

3. Actors

4. Stakeholders

5. Related Use Cases

6. Pre-conditions

7. Post-conditions

8. Normal Flow

9. Alternate Flows

10. Exception Flows

11. Sub flows

12. Key Scenarios

13. Other Quality Requirements

Use Case:

1. Brief Description

2. Trigger

3. Actors

4. Stakeholders

5. Related Use Cases

6. Pre-conditions

7. Post-conditions

8. Normal Flow

9. Alternate Flows

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11. Sub flows

12. Key Scenarios

13. Other Quality Requirements

Use Case:

1. Brief Description

2. Trigger

3. Actors

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10. Exception Flows

11. Sub flows

12. Key Scenarios

13. Other Quality Requirements

#### Use case diagrams

* + - 1. *Activity diagram*
      2. *Sequence diagram*

# 8. Non-Functional Requirements or Quality Attributes

## Security

## Reliability

## Performance

## Maintainability

## Scalability

## Usability

1. Portability

# 9. Glossary