Let’s Quiz

Initial Requirement Model

12/03/2018

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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. We are going to create the game with the game engine Unity 3D, using C# as Unity has many advantages for game making. Some of these are extended platform support of 27 platforms, and Unity has a game engine, an IDE and a user interface application all geared towards game development.

## 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 and should assist, our developers to define the intended functionality and parameters needed to develop this project..

## 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) –

### Security

### Reliability

### Performance

### Maintainability

### Scalability

### Usability

### Portability

## User interfaces

## Hardware interfaces

## Software interfaces

## Communications interfaces

# 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

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12. Key Scenarios

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Use Case:

1. Brief Description

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Use Case:

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13. Other Quality Requirements

#### Use case diagrams

#### Activity diagram

#### Sequence diagram

# 8. Glossary