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# **SOFTWARE REQUIREMENTS SPECIFICATION**

**for**

**“Purr” Ruse**

**Release 1.3**

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# Revision History

February 22, 2012 Functional Non-Functional Requirements.

March 12, 2012 Added scenarios and revised document for grammar.

March 28, 2012 Added use cases.

April 15, 2012 Added use case diagrams.

April 22, 2012 Added sequence diagrams.

# 1 Introduction

The following document will highlight the development of the “Purr”Ruse application.

## 1.1 Purpose – High Level Description

“Purr”Ruse (referred to as the “application” for the remainder of this document) is a feline (cat) gallery cross-platform application with petting functionality. The key features are the abilities to: view cats in a gallery format, gesture at cats in a single cat view, add custom cats.

## 1.2 Project Scope and Audience

This application will be developed for mobile and computer devices. The core audience for this application is the lonely-cat-lady demographic. The incidental audience for this application is anyone who has a smart phone, or has a tendency to play fun games. This application will be primarily distributed through mobile marketplaces and the “Purr” use website.

## 2 Overall Description

The following is an overview of the functional, non-functional requirements and actors involved in the system.

### 2.1 Functional Requirements

Several of the following sections outline that might be considered UI-specific behavior. However, several of the terms used below are intentionally vague so that functionality may be preserved across machines and this document is to be interpreted at the developer's discretion. Despite the vagueness attributed to certain terms, the developer should be able to correctly differentiate between UI design and functionality.

#### 2.1.1 Catatat View

This is the default view for the application. It is the launching point from which other functional aspects of the program flow. The following list is pieces of functionality that can be accessed from the Catatat.

**Catatat** This part of the Catatat must display a list of cats, with thumbnails if possible. Cats may be displayed in whatever format is most appropriate for the physical display or what has been determined by user preferences. The catatat must provide functionality for launching into individual Cat Views (described in section ??).

**Add/Remove Cat** The Add/Remove tools must provide functionality for adding and removing cats from the Add/Remove View. The changes made with the tool bar must persist through the application. The adding cat view should be reachable from these tools.

#### 2.1.2 Add Cat View

This view will be launched from the Catatat view and provide all the functionality related to adding a cat. The following list describes the functionality available from the add cat view.

**Add by Picture** Provides functionality for adding a cat from a picture. Picture may be taken in real time or loaded from the mobile phone or computer's memory.

**Add from Gallery** This allows one to add a cat from a set of default cats.

### 2.1.3 Remove Cat View

This view will be launched from the Catatat view and will provide all the functionality related to removing a cat.

**Remove Cat** Here, the user will be able to remove a cat from the Catatat.

### 2.1.4 Cat View

This view will be used for displaying and modifying cats. It must be reachable from the gallery view. It must provide functionality for returning to the gallery view.

**Cat** This part of the view must display a rendering of the cat selected. It should respond to gestures from a user as defined in Listing [2.1.5](#).

### 2.1.5 Cat Gestures

This following gestures will be available for interaction with the cat within the cat view.

**Pet Cat** On a “stroke” gesture, phone should vibrate while producing a “purr” sound.

**Poke Cat** On a simple “touch” gesture, phone should vibrate once and produce a “hiss” sound.

**Pinch Cat** On a “pinching” gesture the cat will produce a high pitching meow.

### 2.1.6 Theme

User may change the visual layouts of the application, or the “theme”.

## 2.2 Non-Functional Requirements

The requirements outlined below are the aspects of the application that do not directly relate to its functionality. They are concerns and desires expressed by the client relating to: aesthetics, usability, and reliability.

**Default Cats** There will be four default cats for users to choose from. Cats should have different colors, designs, and responses to gestures.

**Whiskers in the “U”** In “Purr”Ruse, the “u” must have “whiskers”, A.K.A quotations marks, around it.

**Mobile App** Application should run on mobile phones.

**Reliability** It should go without saying that the application should not crash when performing functions outlined in this document and should return to the gallery view in the event of an error beyond the control of the developers.

**State** The state of the application should persist even when it's not the active application on the phone.

**Intuitive** Client has expressed the desire for an intuitive UI and navigation scheme.

**Cat Sizes** The user should be able to specify the size of the cat they will be using at time of catception.

## 2.3 Actors

The primary actor in this application is the user. The user should have all of the abilities attributed to a user in the above sections. A secondary actor will be the phone OS itself providing access to the camera and speakers. Secondary actors may be introduced at later stages in development but the current application does not interact with any external systems.



## 3 Scenarios

The following are Scenarios for “Purr”Ruse built from the functional requirements.

### 3.1 Use Catatat to Launch Cat View

Matilda, a 60 year old crazy cat lady is the participating actor.

1. Matilda starts “Purr”Ruse and is greeted by the application with a Catatat explosion.
2. Matilda selects the cat Scrufagins from the Catatat.
3. Matilda confirms she wants to interact with Scrufigans and is then brought to the cat view.

### 3.2 Use Catatat but does not want selected Cat

Matilda, a 60 year old crazy cat lady is the participating actor.

1. Matilda starts “Purr”Ruse and is greeted to the app with a Catatat explosion.
2. Matilda selects the cat Scrufagins from the Catatat.
3. Matilda decides that Scrufigans is not the cat she wants and selects an option to remove the cat and is brought back to the Catatat.

### 3.3 Change Theme

Matilda, a 60 year old crazy cat lady is the participating actor.

1. Matilda wishes to change the theme.
2. Matilda selects setting.
3. Matilda choses a theme.
4. Matilda is then returned to the Catatat with the new theme.

### **3.4 Add Cat to Catatat**

Matilda, a 60 year old crazy cat lady is the participating actor.

1. Matilda wishes to add a cat.
2. Matilda selects add/remove cat which launches the add/remove cat view.
3. Matilda selects to add a cat.
4. Matilda then inserts the cat name “Timcat”.
5. Matilda then adds a picture for the cat from the user’s photo library.
6. Matilda then selects to have the cat be the medium size.
7. Matilda affirms this is the information she wants for the cat; the cat view is then launched.

### **3.5 Remove Cat from Catatat**

Matilda, a 60 year old crazy cat lady is the participating actor.

1. Matilda is tired of Timcat.
2. Matilda chooses add/remove.
3. Matilda is brought to the add/remove view.
4. Matilda selects Timcat.
5. Matilda is prompted to see if she wants to remove Timcat and then selects “yes”.
6. After an explosion of “Timcat”, Matilda is brought back to the Catatat.

### **3.6 Pet Cat**

Grechelda, a man, is the participating actor.

1. Grechelda, after choosing Timcat from the Catatat, is brought to the cat view.
2. Grechelda interacts with Timcat by making a “petting” motion on the screen.
3. Grechelda is excited to hear a “purring” noise from the device as it vibrates (mobile devices).
4. Grechelda grows tired of the application and exits.

### **3.7 Poke Cat**

Grechelda, a man, is the participating actor.

1. Grechelda, after choosing Timcat from the Catatat, is brought to the cat view.
2. Grechelda interacts with Timcat by “poking” the screen by tapping the screen if the game is played on a mobile platform, or by double-clicking if using a computer.
3. Grechelda is startled when the phone vibrates once and the cat makes a “hissing” noise..

### **3.8 Pinch Cat**

Grechelda, a man, is the participating actor.

1. Grechelda, after choosing Timcat from the Catatat, is brought to the cat view.
2. Grechelda interacts with Timcat by making a “pinching” motion on the screen.
3. Grechelda is startled when the phone makes a high pitched “meow” noise.
4. Grechelda grows tired of the application and exits.

## 4 Use Cases

The following are Use Cases for “Purr” Ruse built from the scenarios.

### 4.1 Launching Cat View from Catatata

A user is the initiating actor in this use case. This functional requirement is found in section [2.1.1](#). The user starts this use case by launching “Purr” Ruse.

Entry Conditions:

User will be in Cat View.

Normal Flow:

1. User starts “Purr” Ruse.
2. System then presents with an explosion, then presents the Catatata view.
3. User selects desired cat.
4. System displays desired cat, then prompts the user for confirmation.
5. User confirms they wants to interact with selected cat.
6. System then returns to Cat View with desired cat.

Exit Conditions:

User is brought to Cat View with selected cat.

### 4.2 Change Selected Cat

A user is the initiating actor in this use case. This functional requirement is found in section [2.1.4](#). The user starts this use case by launching “Purr” Ruse.

Entry Conditions:

User has selected cat, but does not wish to use same cat.

Normal Flow:

1. When prompted, user wishes to change cat.
2. System prompts user confirming they wish to change cat.

3. User confirms they wants to change current cat and is brought back to the Catatat.
4. System displays a list of all cats in the catatat.
5. User selects desired cat.
6. System sends user to the Cat View with newly selected cat.

Exit Conditions:

User will be in Cat View with new cat.

### 4.3 Change Selected Theme

A user is the initiating actor in this use case. This functional requirement is found in section 2.1.6. The user starts this use case by launching “Purr” Ruse.

Entry Conditions

User has selected a theme, but does not wish to use same the same theme.

Normal Flow:

1. User goes to settings.
2. System presents user with list of themes.
3. User selects desired theme.
4. System then returns to the Catatat with selected theme applied.

Exit Conditions:

User will be in Catatat with new theme.

### 4.4 Add Cat to Catatat

A user is the initiating actor in this use case. This functional requirement is found in section 2.1.2. The user starts this use case by launching “Purr” Ruse.

Entry Condition:

User wishes to add a new cat to their Catatat.

Normal Flow:

1. User goes to their catatat.
2. System presents with an option to add or remove cats.

3. User selects that they wish to add a cat.
4. System displays the add cat interface.
5. User inserts desired cat name.
6. User adds picture of cat from their photo library.
7. User then selects desired size of cat.
8. System prompts user to confirm entered information is correct.
9. User confirms the information is correct.
10. System launches Cat View with the newly created cat.

Exit Conditions:

User will be in cat view with new cat.

## 4.5 Remove Cat from Catatat

A user is the initiating actor in this use case. This functional requirement is found in section [2.1.3](#). The user starts this use case by launching “Purr” Ruse.

Entry Condition:

User has more than one cat in Catatat.

Normal Flow:

1. User goes to their catatat.
2. System presents with user with an option to add or remove cats.
3. User selects that they wish to remove a cat.
4. System displays the remove cat interface, listing all cats in the user’s catatat.
5. User selects cat they wish to delete.
6. System prompts the user to confirm selected cat will be deleted.
7. User confirms selected cat is correct.
8. System launches Catatat with the selected cat removed.

Exit Conditions:

User will be in Catatat without cat that was removed.

## 4.6 User Pets Cat

A user is the initiating actor in this use case. This functional requirement is found in section 2.1.5. The user starts this use case by launching “Purr” Ruse and entering into Cat View.

Entry Condition:

User has entered a Cat View.

Normal Flow:

1. User goes to their catatat.
2. System displays all cats in catatat.
3. User selects desired cat from Catatat.
4. System then brings selected cat into a Cat View.
5. User interacts with their cat and makes a petting gesture across the cat.
6. System recognizes the gesture as a “pet”, and presents the user with a “purring” noise, and vibrates the phone.

Exit Conditions:

User moves on after hearing the purring sound.

## 4.7 User Pokes Cat

A user is the initiating actor in this use case. This functional requirement is found in section 2.1.5. The user starts this use case by launching “Purr” Ruse and entering into Cat View.

Entry Condition:

User has entered a Cat View.

Normal Flow:

1. User goes to their Catatat.
2. System displays all cats in Catatat.
3. User selects desired cat from Catatat.
4. System then brings selected cat into a Cat View.
5. User interacts with their cat and makes a poking gesture across the cat.

6. System recognizes the gesture as a “poke”, and presents the user with a “hissing” noise, and vibrates the phone once.

Exit Conditions:

User moves on after hearing the hissing noise.

## 4.8 User Pinches Cat

A user is the initiating actor in this use case. This functional requirement is found in section 2.1.5. The user starts this use case by launching “Purr” Ruse and entering into Cat View.

Entry Condition:

User has entered a Cat View.

Normal Flow:

1. User goes to their Catatat.
2. System displays all cats in Catatat.
3. User selects desired cat from Catatat.
4. System then brings selected cat into a Cat View.
5. User interacts with their cat and makes a pinching gesture on the cat.
6. System recognizes the gesture as a “pinch”, and presents the user with a “meow” noise.

Exit Condition:

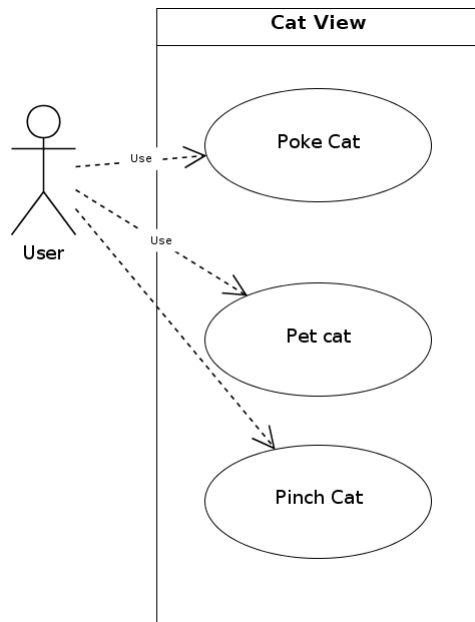
User moves on after hearing the high-pitched meow.



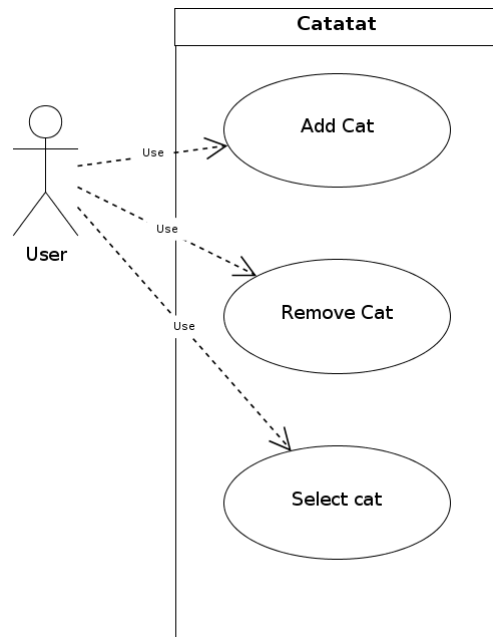
## 5 Use Case Diagrams

The following are Use Case Diagrams for “Purr” Ruse.

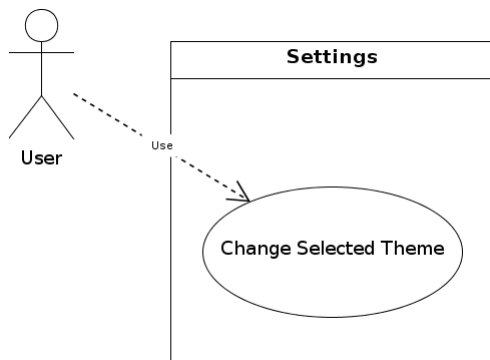
### 5.1 Using Cat View to Interact With Cats



## 5.2 Using Cat View to Manage Cats



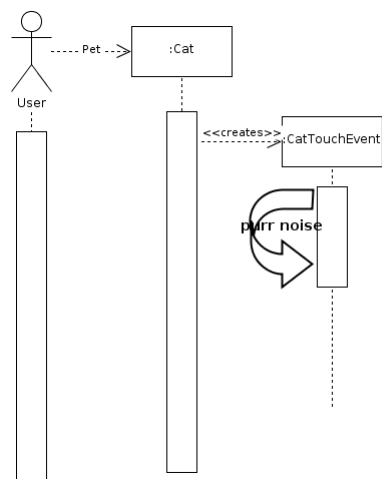
## 5.3 Using Settings to Change Current Theme



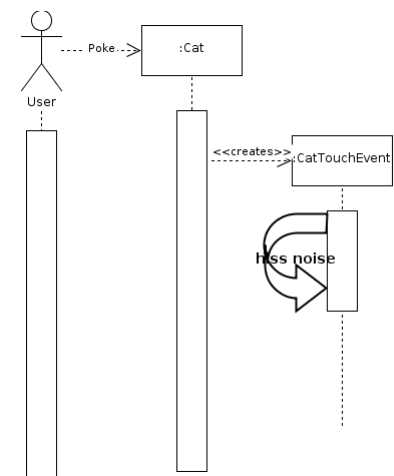
## 6 Use Case Sequence Diagrams

The following are Use Case Sequence Diagrams for “Purr” Ruse.

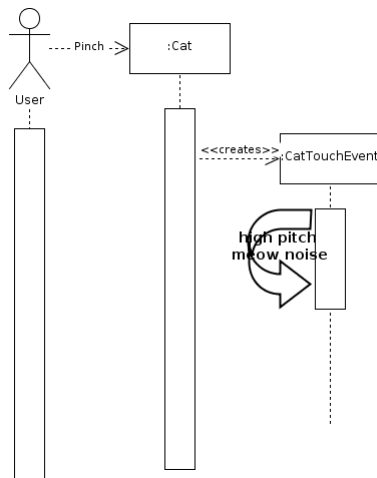
### 6.1 Pet a cat



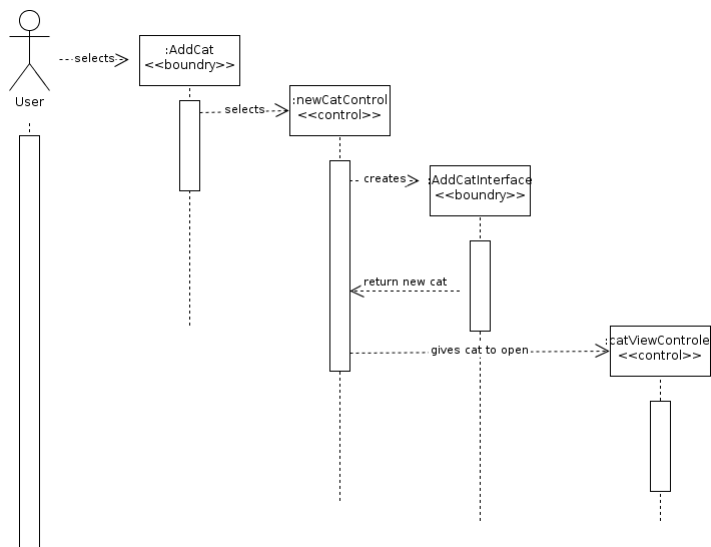
### 6.2 Poke a cat



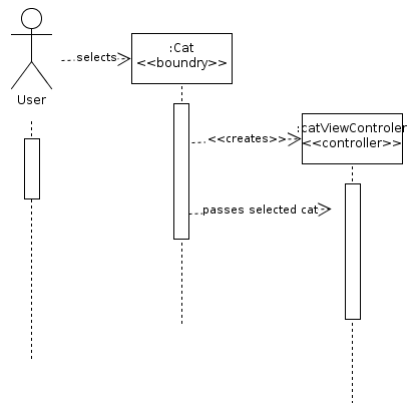
## 6.3 Pinch a Cat



## 6.4 Adding a Cat



## 6.5 Select a Cat



## 7 Analysis Object Glossary

The following is a glossary with each analysis object and its appropriate description.

### 7.1 Analysis Object Glossary

- Cat View - The view in which all of our cat-related activities take place.
- Catatat - The view in which the user is able to view, select, and change the current cat.
- System - The device on which “Purr”Ruse is being used.
- User - The individual participating in the usage of “Purr”Ruse

## 8 Additional Developer Comments and Notes

This application is absolutely ridiculous in the fact that it has not been developed yet and is a gold mine that must be tapped.

Randall Hunt contributed to an earlier draft, but unfortunately decided to leave the team.

This application will be game of the year on Google Play, hands down.