Software Requirements Specification

for

Trivia Maze

Version 1.0 approved

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Revision History

Name	Date	Reason For Changes	Version
Cody Demianew	05/15/14	initial draft	1.0 draft 1

1. Introduction

1.1 Purpose

This SRS describes the software functional and nonfunctional requirements for release 1.0 of the Trivia Maze. This document is intended to be used by the members of the project team that will implement and verify the correct functioning of the game. Unless otherwise noted, all requirements specified here are high priority and committed for release 1.0.

1.2 Project Scope and Product Features

The Trivia Maze will allow users to test their knowledge by navigating a maze and comparing their scores to others. The section in that document titled “Scope of Initial and Subsequent Releases” lists the features that are scheduled for full or partial implementation in this release.

2. Overall Description

2.1 Product Perspective

The Trivia Maze is a new game that allows users to have fun while testing their knowledge. The game is expected to evolve over several releases.

2.2 User Classes and Characteristics

Player	A Player is a end users working their way through the maze with the intent to get the highest score possible.
Maze	The Maze provides a static collection of rooms and doors and provides an interface for the Player to move between them.
Question	The Question provides the Player a question for which the Player must solve to unlock the door to move on to the next room and provides points when answered correctly and deducts points when answered wrong.

2.3 Operating Environment

OE-1: Windows 7 and beyond operating system is required.

2.4 Design and Implementation Constraints

CO-1: The game's code and comments shall conform to the *Coding Standards Documentation.*
CO-2: The program will be written in C# using the .Net framework *v*4.5.

2.5 User Documentation

UD-1: The game will have a how play page that they may access on the main screen.
UD-2: The first time a new user accesses the game they must enter their initials so that their score may be written to the database.

2.6 Assumptions and Dependencies

AS-1: The user has a mouse that is properly working and plugged in to the computer.
DE-1: The operation of the game depends on having a database of questions and answers.

3. System Features

3.1 Play a Game

3.1.1 Description

Creates a maze for the Player to click on doors, answer questions, score points, traverse maze, and scoring the highest score possible.

3.1.2 Question/Answer Sequences

Question:	Player clicks on adjacent room to receive new question.
Answer:	Maze prompts Player for a question and waits for an answer.
Question:	Player selects a answer an submits it.
Answer:	If correct player gets points added to score and move to new room, if incorrect player lose half the points and door is locked.

3.1.3 Functional Requirements

Play:	Initializes the maze upon clicking the play button.
Play.Initials:	Prompts the user for their initials before starting the game.
Play.Initials.Start:	Displays maze and places player in the start position in the maze.
Game.Question:	Prompts the Player for a question that they need to answer move to new room.
Game.Question.Answer:	If question is answered correctly, player receive points and advances to the next room. If the question is answered incorrectly, the player lose points and door is locked.

4. External Interface Requirements

4.1 User Interfaces

UI-1: Using mouse or using the mouse and keyboard.

4.2 Software Interfaces

SI-1: Using a SQLite for storage of questions, answers, users and points.

5. Other Nonfunctional Requirements

5.1 Security Requirements

SE-1: No access to the database if at all possible

Appendix A: Data Dictionary and Data Model

maze instruction = Player initials
+ player score