Requirements Specification Document

Doner

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1 Scope

1.1 Identification

This Software Requirements Specification (SRS) documents the requirements for Doner.

1.2 System Overview

The Diner program is a software supported by c++ and openGL, and shall be used on Windows platform.

This software allows users to create visual novels. It will support users typing dialogs into boxes, import images and audio, and pressing buttons to set them to places. The user can also drag the frames and images around to adjust their position.

1.3 Document Overview

This Document is organized as follows. Section 2 presents functional requirements of this software. Section 3 lists out the performance requirements for this software. Section 4 gives the environments requirements to run this software.

2 Functional Requirements

2.1 Graphical User Interface (GUI)

2.1.1 The GUI shall provide a menu system to access all functions of the application.
Allocation functions will include, but not be limited to, the following functions:

* file open
* file save
* edit undo
* edit redo
* file import
* scene last page
* scene next page
* scene delete current page
* scene add blank page
* scene duplicate page
* scene copy page
* scene cut page
* scene paste page
* scene list
* scene bookmark mark
* scene bookmarks list
* cast list
* cast add cast
* cast delete cast
* cast add text box
* file new
* file exit

2.1.2 The GUI shall provide a set of buttons to access all functions of the application.
Application functions accessed by the buttons are the same as in requirement 2.1.1 above.

2.1.3 The GUI shall provide a scene for the user to view the current page they are on.
The casts on the scene shall be selected by choosing the corresponding cast on the cast list.
Only the chosen cast can be modified, consisting dragging to change position and size, or filling in the text box.

2.1.4 The file open operation shall display a file chooser dialog to the user.
The file chooser dialog will allow the user to select the desired file.

2.1.5 The file save operation shall display a file chooser dialog to the user.
The file chooser dialog will allow the user to select the desired folder.
The file chooser dialog will allow the user to name their project.

2.1.6 The edit undo operation shall have a short cut “Control Z”.

2.1.7 The edit redo operation shall have a short cut “Control Shift Z”.

2.1.8 The file import operation shall display a file chooser dialog to the user.
The file chooser dialog will allow the user to select the desired file.

2.1.9 The GUI shall provide a library showing the imported files.
The shown files will be able to add into the scene by clicking or dragging.

2.1.10 The last page operation shall change the scene showing to the previous scene.
If there is no previous scene, the last page button shall not function.

2.1.11 The next page operation shall change the page to the next page.
If there is no next page, the current page shall be duplicate and showed with dialog cleared.

2.1.12 The delete current page operation shall delete the page the user is on and show the next page.
If there is no next page, the last page of the deleted page shall be show.
if there is no last page neither, a blank page will be show.

2.1.13 The add blank page operation shall create and show a blank page.
The created page shall be added into the list of pages as the sequel of the page the user is on.

2.1.14 The duplicate page operation shall create and show a duplicated page of the page the user is on with all dialog cleared.
The created page shall be added into the list of pages as the sequel of the page the user is on.

2.1.15 The copy page operation shall copy the status of the casts on the page.
The copy will be stored temporarily on a clipboard until another page is copied.
The newly copied page will replace what’s on the clipboard.

2.1.16 The cut page operation shall copy the status of the casts on the page.
The copy will be stored temporarily on a clipboard until another page is copied.
If its copy gets paste, the original page will be deleted.

2.1.17 The paste page operation shall create and show the page copied on the clipboard.
The created page shall be added into the list of pages as the sequel of the page the user is on.

2.1.18 The scene list operation shall show an overview of all pages in order.

The pages will be able to drag around to change order.
The bookmarks will show a mark on the marked pages.

2.1.19 The bookmark mark operation shall create a mark of the current page.
The bookmark shall be renamed.
The bookmark can be colored into different colors.
If this operation is done on a already marked page, then the mark will be deleted.

2.1.20 The bookmark list operation shall show all bookmarks buttons in a list.
The scene will change to the marked pages by clicking on the buttons.

2.1.21 The cast list operation shall show a list of buttons representing the casts on the scene.
The casts on the scene shall be selected by choosing the corresponding cast on the cast list.

2.1.22 The add cast operation shall show the import library.
The import library will allow the user to choose their desired cast.
The chosen cast will be put into the scene in default setting and position.
The import library shall be closed after the desired cast is chosen.

2.1.23 The delete cast operation shall remove the corresponding cast on the current page.
The delete cast button shall be next to each cast on the cast list.
The deleted cast shall not be deleted from import library.

2.1.24 The add text box operation shall add a text box into cast list.
The added text box shall be put into the scene in default setting and position.
The added textbook shall have default text in it.

2.1.25 The file new operation shall create a new window with a new canvas on it.

2.1.26 The file exit operation shall display a window asking if the user wants to exit the program, with a button of “save and exit”, “don’t save and exit” and a button of “cancel”.
If the “save and exit” button is clicked, the window displayed, the canvas will be saved, and the program will be closed.
If the “don’t save and exit” button is clicked, the window displayed and the program will be closed.
If the “cancel” button is clicked, the window displayed will be closed.

2.2 Game Page Setting

2.2.1 The game created by this software shall provide a menu system to access all functions of its application.
Allocation functions will include, but not be limited to, the following functions:

* Setting
* Save
* Load
* Skip
* Quit

2.2.2 The GUI shall provide a set of buttons to access all functions of the application.
Application functions accessed by the buttons are the same as in requirement 2.2.1 above.

2.2.3 The setting operation shall provide a pause on the game and show a page with setting buttons.

2.2.4 The save operation shall let the user save their current progress.
The user's progress shall be saved into a save file.
There will be multiple save slot for the user to have multiple saves.

2.2.5 The load operation shall let the user access their saves.
The save file will be read and show.
The user will inherit the progress of the save they choose.

2.2.6 The skip operation shall let the user quickly skip through scenes.
The operation could be modify by the user to choose if they want unread text to be skip.
The skip operation will stop once it reaches specified stoping point, including choices or unread texts.

2.2.7 The quit operation shall close the game.

3 Performance Requirements

3.1 Import Time

3.1.1 The application shall return the result of the imported image within 10 seconds after the user gives the command.
3.1.2 The application shall return the result of the imported audio within 20 seconds after the user gives the command.

3.2 Page Switch Time

3.2.1 The application shall move to the selected page within 0.5 seconds after the user gives the command.

3.3 Game Save Time

3.3.1 The application shall show the new save data within 5 seconds of the time the user choose to save.
3.3.2 The application shall overwrite the data in the corresponding save-slot within 5 seconds after the command is given.

3.4 Game Load Time

3.4.1 The application shall show the data in the save file within 10 seconds of the time the saves are required to show.
3.4.2 The application shall load the file in the save file within 5 seconds after the user choose the desired save.

4 Environment Requirements

4.1 GUI Environment

4.1.1 Following are the hardware requirements for Doner:

Category	Requirement
Hard Drive Space	30MB
RAM	30MB

This software will come with sample casts, in a rough estimation 10MB data.

4.1.2 Following are the software requirements for Doner:

Category	Requirement
Operating System	Windows 10 or above
Compiler	Microsoft Visual C++
Graphic	OpenGL

4.2 Game Environment

4.2.1 Following are the hardware requirements for the visual novel games it creates:

Category	Requirement
Hard Drive Space	20MB

The data for setting and saving file shall not take much space, but the user might add in many cast, and could make the file large.

4.2.2 Following are the software requirements for the visual novel games it creates:

Category	Requirement
Operating System	Windows 10 or above
Compiler	Microsoft Visual C++
Graphic	OpenGL