

Requirement Review Report

Introduction

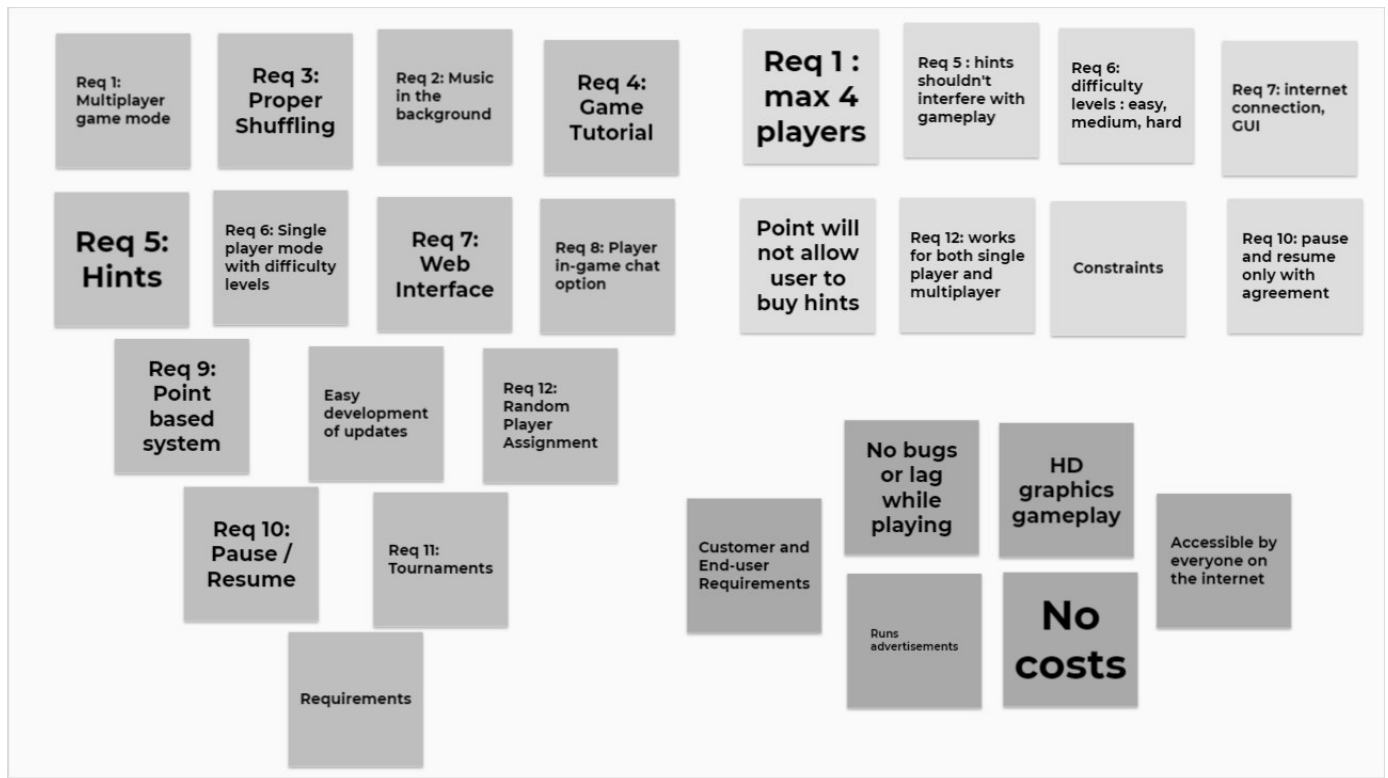
We captured the stake holder needs and requirements of the software product defined by the course project in the project description guide. We took what was originally captured as user stories and translated to a set of formal requirements that are listed in Visual Paradigm. Our brainstorming and ideas were added on Jam board using sticky notes.

For the user stories part, we delivered the product vision, needs and constraints through a set of scenarios in 5 different cards.

Role-playing:

- Facilitator: Esam - a senior software engineer or architectural engineer
- Software Developer: Fazal - A member of the software development team. These members will work with the software architect to build the software product.
- Customer: Mihir - Stakeholder that knows the requirements and needs of the software product. Defines overall business requirements. They will also have cost and delivery concerns of a software product
- End User: Ashwin - Stakeholder that have concerns about the functionality of the software product as they are end users of the product. They will actually use the product.

A screen dump of the Jam board showing our ideas and brainstorming:



List of Requirements using Visual Paradigm:

Name ▲	ID	Kind	Risk	Use Cases
Requirement 1: Multiplayer	REQ014	Role-playing	Low	
Requirement 2: Background Music	REQ002	Role-playing	Low	
Requirement 3: Proper Shuffling	REQ003	Functional	High	
Requirement 4: Game Tutorial	REQ005	Role-playing	High	
Requirement 5: Hints	REQ006	Functional	High	
Requirement 6: Single player	REQ007	Functional	Low	
Requirement 7: Web Interface	REQ008	Role-playing	High	
Requirement 8: In-game chat	REQ009	Role-playing	High	
Requirement 9: Point-based system	REQ010	Functional	Low	
Requirement 10: Pause / Resume	REQ011	Role-playing	High	
Requirement 11: Tournaments	REQ012	Functional	High	
Requirement 12: Random player	REQ013	Role-playing	High	
	REQ001	Role-playing	High	

Name:	Requirement 8: In-game chat
ID:	REQ009
source:	stakeholder
kind:	Role-playing
verifyMethod:	Test
risk:	High

Text

Web Interface can be implemented with the Internet connection and GUI