LAB GROUP WEEK 1 GROUP # 11

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Lab #1 – Stakeholder Needs and Requirements

Introduction

In this lab we captured the stake holder needs and requirements of the software product defined by the course project in the Lab Overview 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:

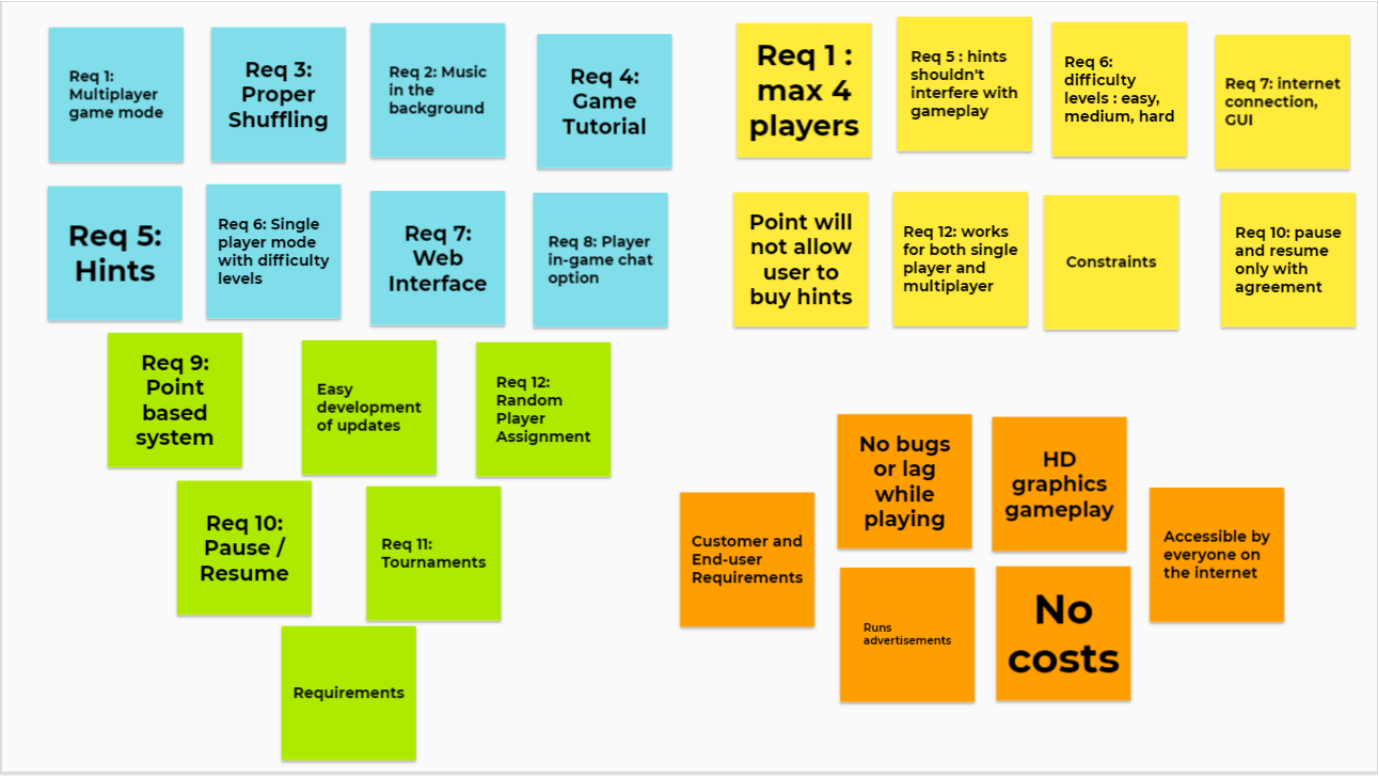
- Facilitator: Esam - a senior software engineer or architectural engineer

- 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

Stakeholders

There are two types of stakeholders, customers and End users. Mihir was a customer in our role-playing scenario. Customers are basically stakeholders that know the requirements and the needs of the software products. They define all general business requirements. They will also have cost and delivery concerns of the software product. Some of these requirements are listed below as well as in the Jam board.

An End user is another example of a stakeholder that has concerns about the functionality of the software product as they are the end users of the product. The main difference is that they will actually use the product so their concerns are taken into serious consideration. These requirements are also listed below as well as in the Jam board.

Product Vision and Scope

Vision Statement

The objective of this undertaking is to create a game that is deployed on the internet. This game is focused on people who love playing traditional board games with friends and also people who love fierce competition and have fun their inner circle of friends. It's the modern internet equivalent of 'poker night'!

5 User Stories Cards

Startinga a game

As a user I want to play a game; sometimes with friends and sometimes by myself. The game should include an option for me to allow that.

Scenario 1: The user logs on into the game interface and finds two buttons named "Play with Friends" and "Play with Computer". Both these lead to appropriate scenarios.

While playing the game

As a user I want to entertain myself with some music and want to chat with other players.

Scenario 1: The user clicks a "Music" toggle on the top left corner of the screen. Clicking on this button enables a pleasant background music. Clicking it another time turns it off.

Scenario 2: The user click on the chat option on the bottom right corner. The chat will allow the users to post comnet on the global chat for players and show their excitement and game sprit.

Subtleties

As users we want a polished interface that is 'easy on the eye' and isn't too arcane. We also want functinlality to pause the current game with the conent of all players invovled because we may have to take a break every once in a while without being penalized.

Scenario 1: A "request pause" button will be in the user interface situtated on the top right side along with the usic button. Clicking on it will prompt a message to all players involved and inquire whether they are okay with the game being paused.

Scenario 2: A fully functinoal and beautiful UI that follows modern design principles will be deployed to keep the players invovled and engaged.

Ease of Gameplay

As product administrators we want to make the game as accessible as possible. To that end, we want mini tutorials when the game is first played. Furthermore, we want to also incorporate gameplay hints as the turns are played to help new users.

Scenario 1: When a payer first start the game they will be provided with an optoion with tutorila which will help them laern the game and player can always come back to this tutorial if they need more practice.

Scenario 2: New player will be given gints through the game to learn how to play the game using stragey. The hints will deminish as the player advances through the game.

Monetization

As product administrators we need a way to monetize some services so we can keep continuing the deployment of the game.

Scenario 1: The user will have a chance to earn point through the match they have played with other players. If you lose a game it will result in loss of point.These point will allown the players to buy multiple thing in the shop. Players can also be earned throug money.

Scenario 2: The player will have the change to enter multiple tournaments through the money they have earned through the match they have previously played in the game.

Product Assumptions and Constraints

- It is assumed that the game will contain multiplayer and single player modes with an ELO ranking system – the same that is used to rank chess players.
- A captivating and intuitive web interface will be the foundation upon which the entire project is based on and it will be equipped with features that facilitate a healthy social environment and foster competition amongst peers.
- To ensure that the system will run efficiently on all modern browsers and systems, the UI will be designed to suit even lower end machines, thus maximizing user base.
- It is assumed that this application will be used by peers of various demographics including children, therefore additional safety requirements must be put into place. One example of such a project that implemented this is ‘Club Penguin’.
- With the involvement of real money used to buy game points, we must invest in a solid and secure payment portal to maximize security and avoid any user information leaks.

Diagram of the user interface