# Introduction

## Purpose

The reason this document is written, is for the stakeholders and the developers to define an appropriate definition of the Android application “Wordfinder”. It should declare the application’s purpose and features, including the use cases and requirement specifications.

## Stakeholders

* User
* Client
* Developer

## Definitions

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| Board / Matrix | Area where the player has to play in, the place where he has to find the words. |
| Dictionary |  |
| Friend | Another player who was added as “Friend” in the social section of the game. A friend allows to play other modi of the game |
| Highscore | Amount of all points, that a player collected in his playtime. |
| Language | Defines the language in which the game is played (language of the words). |
| Player | The person who uses the application. |
| Time, -r | A visual countdown that is used to determine the length of the game. |
| Word | Predefined chain of letters |
| Wordfinder | Name of the Android-application |
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## Overview of Document

The next chapter, the Overall description, contains a diagram that present an overview and summary of all the use cases. Therefor the Overall description describes the application in the sight of an user, and simulates every action he should be able to perform.

The focus of the third chapter is primary written for the developers and describes in technical terms and the details of the functionalities of the application.

## References

None atm.