

# Software Requirement Specification

By: Corbin Robinson, Ethan Smith, Zaniken Gurule, Parker Rosenberg

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## Revision History

Version	Editors	Date
v1.0	Corbin Robinson, Ethan Smith, Parker Rosenberg	10/16/20
v1.1	Ethan Smith, Zaniken Gurule, Corbin Robinson, Parker Rosenberg	10/21/20

## 1. Introduction:

### 1.1. Purpose:

The purpose of this document is to outline the requirements for a webapp which will give board game recommendations based on user input.

### 1.2. Conventions:

Nginx: Web hosting service for static content

Uwsgi: a web hosting service for dynamic content

Django: a python web programming framework.

Python: the primary programming language being used for the product

### 1.3. Intended audience:

The intended audience for this project is people who want to find new board games to try, and already have some experience with other board games.

## 2. Overall Description

### 2.1. Product description:

The application will be a website that recommends board games to users based on other board games they have played.

### 2.2. Product features:

It will take one or more board games as input and give back games with similar mechanics, difficulty, or theme.

### 2.3. Operating environment:

The application will be built with python, using the django framework. It will be served dynamically using uWSGI, and statically (static content) via Nginx. The application will be running on a unix based server, and serving content to the web. Users will access it from any internet connected devices via a web browser.

### 2.4. Constraints:

Using the service will require connection to the internet, and usage of a web browsing software.

### 2.5. User documentation:

Documentation will be provided on a page in the website.

### 2.6. Assumptions and dependencies:

N/A

### 3. System Features

#### 3.1. Give Recommendations

- 3.1.1. Must accept 1 or more board games as input and recommend 1 or more board games based on mechanics, theme, or difficulty.
- 3.1.2. Stimulus: user inputs 1 or more board games by selecting games from a drop down menu or by searching them with a text box  
Response: system displays 1 or more board games that are related in a given way.
- 3.1.3. Recommendations
  - 3.1.3.1. If a user selects to have recommendations based on mechanics, the system will return based on mechanics.
  - 3.1.3.2. If a user selects to have recommendations based on theme, the system will return based on theme.
  - 3.1.3.3. If a user selects to have recommendations based on difficulty, the system will return based on difficulty.
  - 3.1.3.4. If a user selects to have recommendations based multiple attributes, the system will return based on those attributes.

#### 3.2. User Logins (*secondary goal requirement*)

- 3.2.1. A user should be able to log into an account if they enter the username and password correctly
- 3.2.2. Stimulus: user inputs username/password correctly into corresponding text boxes  
Response: systems gives user access to account matching the username/password given
- 3.2.3. Functional requirements
  - 3.2.3.1. Regular user logon
  - 3.2.3.2. Admin logon

#### 3.3. Login Errors (*secondary goal requirement*)

- 3.3.1. The system should display an error message when a user enters an incorrect username/password
- 3.3.2. Stimulus: user inputs username/password incorrectly into corresponding text boxes  
Response: system displays error message in the login box

#### 3.4. User interaction

- 3.4.1. Users will make their selections by choosing from a drop down list or by searching for a game they like.
  - 3.4.1.1. Drop downs or search bars for all the attributes listed above:
    - Mechanics
    - Theme

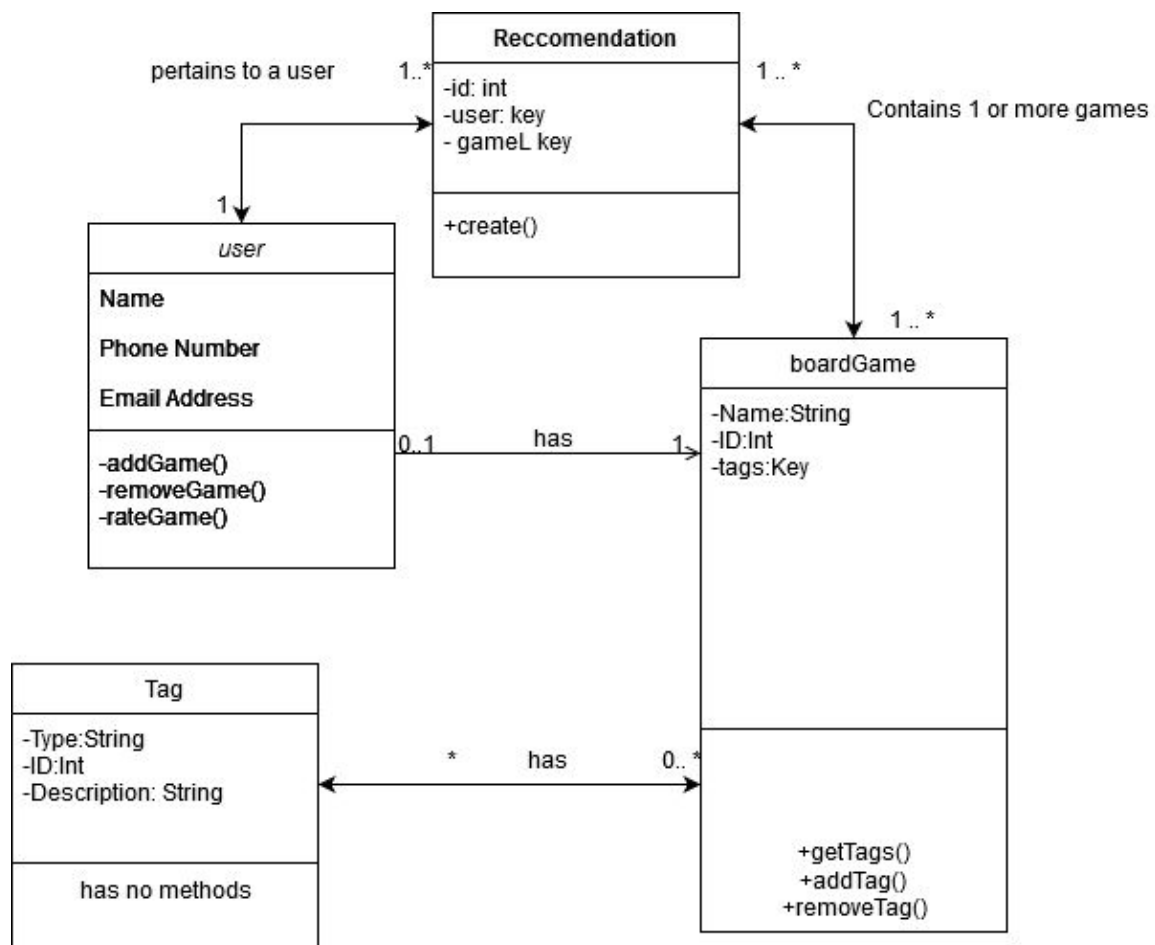
- Difficulty
- Multiple attributes
- (maybe a star-based system if our stretch goals are reached.)

#### **4. Nonfunctional Requirements**

**4.1.** Board game database contains at least 20 board games

**4.2.** WebApp works on Google Chrome and FireFox

## Appendix A



## Appendix B

