

## Group 2: Analysis of Group 9's Cranium Requirements

1-5 scale where 1 is insufficient and 5 is fully sufficient

	Understandable	Unambiguous	Precise	Concise	Testable
Overall System Behavior	4	1	1	1	1
User Tasks	4	1	1	1	1
Words, Icons, Graphics	1	1	1	1	1
Input/Output	4	2	2	2	3
Action Sequences	3	1	1	1	1
Training Materials	N/A	N/A	N/A	N/A	N/A

### Overall System Behavior:

The way group 9 described how the game is played in is understandable, but it is very vague, there are no exact descriptions of the board of the game or how the cards are displayed or how the dice accounted for. No User Interface requirement.

- How many spaces are on the board?
- What is the layout of the board?
- How do you start the game?
- How are the colors on the board laid out?
- Who gets to roll the dice?

### User Tasks:

How to play the game is described, how to play the game using a user interface is not.

- What is the time limit per question?
- How would you sculpt on a UI?
- How would you do the team activities on a single screen?

### **Words, Icons, and Graphics:**

Group 9 did not include UI descriptions related to words icons or graphics. All they did was say the qualities of the game, not how to make a UI about it.

- What words, icons, and graphics would be needed for a UI for this game?  
(For example, words that are specific to this game like “creative cat”. Icons like the dice sides, icons on the game board. Graphics like the games board itself, how the pieces move across the board, how the dice rolls, etc.)

### **Input and Output Devices:**

This section does not provide a concrete set of requirements for input and output devices. “Input device,” is mentioned as the input device, likely meaning a smart phone. A TV is given as a possibility of an output device. This description of the I/O requirements is not very precise or concise, and because of its ambiguity would be difficult to test. This section is understandable despite being off topic.

- What type of device will be used for user input?
- What type of device will be used for user output?

### **Action Sequences:**

Accurate action sequences were provided but they were in terms of the actual board game and not an electronic version of the game.

- How do you draw a card or roll the dice?
  - Press buttons on the screen?
  - Where are the buttons located?
- How long is the time limit?
  - Where is the time remaining being displayed?
- What happens when you draw special cards like creative cat that requires sculpting?

### **Training Materials:**

No training materials necessary outside of the game instructions.