**Template & Example**

**USER REQUIREMENTS SPECIFICATION**

**URS**

**Rev 1.0**

Project Title MKESocial

Team 2

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# 1.0 Introduction

## 1.1 Purpose

Killer Bunnies Online is a web based virtual card game that allows players to battle one another to achieve victory. The system provides a game playing environment without the need to purchase playing cards, and significantly reduces paper cuts. The ultimate goal of Killer Bunnies Online is to provide players with a convenient and fun way to play everyone's favorite rabbit themed game.

## 1.2 Scope

The system is designed to allow users to create and play a game of Killer Bunnies with other students online. Players should be able to play and complete a game in an online session and determine a winner. There will be a visible playing board to place cards on, and graphical images to represent cards in this exciting game. Killer Bunnies Online will provide all the needed functionality of the actual game including rolling of dice, drawing of cards, and other tasks needed to create the full game experience.

## 1.3 Document Overview

The purpose of this document is to serve as a guideline for the development of Killer Bunnies Online. It will play a key role in validation of the developed software as well.

# 2.0 General Software Requirements

URS2.1: The user should be able to run the application in the supported browsers identified by the developers.

URS2.2: The application should be consistent across different platforms and browsers.

URS2.3: The game session generated must be resemble if desired by the user.

URS2.4: Help documents should be accessible for the user regarding game and UI rules.

# 3.0 Game Room Requirements

URS3.1: Killer Bunnies has a main starter pack and booster packs to this game. The User must be able to determine the booster pack that is being played.

URS3.2: The game should be played with between two and eight players.

URS3.3: A game shall be able to be paused, and/or saved. If a player is disconnected when their turn comes around, they shall be able to resume the game where they left off.

# 4.0 Game Board Requirements

URS4.1: The cards that are included in any given game must be determined by the deck that is chosen at the start. The cards that are in the chosen deck, and each deck that comes before it, will make up the set of cards for that game.

URS4.2: Players must have seven cards in play at all times. Five in your hand and two in the queue. This does not include cash, saved cards, carrots, food items, etc.

URS4.3: There are several different piles used during the game. Piles also change depending on the booster pack being used.

URS4.4: There are a variety of dice in the game and exactly which are included in any given game shall depend of the deck that was chosen at the start. Additionally the die or dice that are in play in any given turn need to be determined by the cards in play and/or the one(s) chosen by the roller.

URS4.5: Pawns may be used in three ways. A pawn can act as a third colored bunny to create a Bunny Triplet, one of a specific color allows a player to re-roll the 12-sided die of the same color, and a pawn allows a player to use special P-Cards twice before discarding them.

URS4.6: The bunny circle is in front of the players and is where bunnies are placed to indicate that they are in play.

URS4.7: General Requirements (Game Board)

URS4.7.1: Players shall not be able to see other players hands, except when a played card gives permission to see some or all of another player’s hand.

URS4.7.2: The player at the bottom of the screen shall be the user on that computer. In other words, each computer shall display that player’s hand at the bottom of the screen.

URS4.7.3: Any player shall be able to click on any played card on the board, or any card in the player’s hand, and be able to read the instructions on the card.

# 5.0. Game Action Requirements

URS5.1: The game will automatically setup the start of the game

URS5.1.1: The game shall shuffle all necessary decks so that all cards in that deck are in a completely random order.

URS5.1.2: The game shall set up all necessary piles on the game board in accordance with the booster deck that is being used.

URS5.1.3: Seven cards shall be dealt to everyone.

URS5.1.4: A die is rolled to see who starts the game. High roll goes first.

URS5.2: The game flow will be partially managed by the game system and partially by user input.

URS5.2.1: Every player will be given a turn, one after the other going in a clockwise fashion.

URS5.2.2: When a card is played, the instructions on the card must be executed or any other indications on the card which define a rule or an action.

URS5.3: The ending of the game will be managed automatically.

URS5.3.1: The game ends when the final carrot is drawn, and this should be automatically detected.

URS5.3.2: If a player has no live bunnies when the game ends, that player cannot win the game.

URS5.3.3: The winner shall be revealed by looking at the bottom card on the secondary small deck of carrot cards.

URS5.4: General Requirement (Game Action)

URS5.4.1: The top and bottom run cards will not be allowed to be changed, moved, or exchanged, unless a card is played by any player giving directions to do otherwise.

URS5.4.2: When a card is played or discarded, the game shall pause long enough and give some sort of a message to the rest of the players so they all know what action has taken place.

# 7.0 Revision History

This table should be updated per document revision.

|  |  |  |
| --- | --- | --- |
| **Date** | **Revision** | **Description** |
|  | 1.0 | Initial Document |
|  | 2.0 | Updated URS |

# 8.0 Document Approval

This document shall act as a binding contract to complete a product fulfilling the list ofrequirements sealed by the signatures below.

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| --- | --- | --- |
| **Name** | **Signature** | **Date** |
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