Instituto Tecnológico y de Estudios Superiores de Monterrey

Campus Estado de México

**Construcción de software y toma de decisiones**

**Functional specification, system architecture and summary of amount of effort**

**Taiko**

**Grupo 402**

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## Functional specification

As a player you can create an account to play the video game

As a player you can see the highest score per level

As a player you can view a tutorial on how to play the video game

As a player you can play the video game

As a player you can download the video game

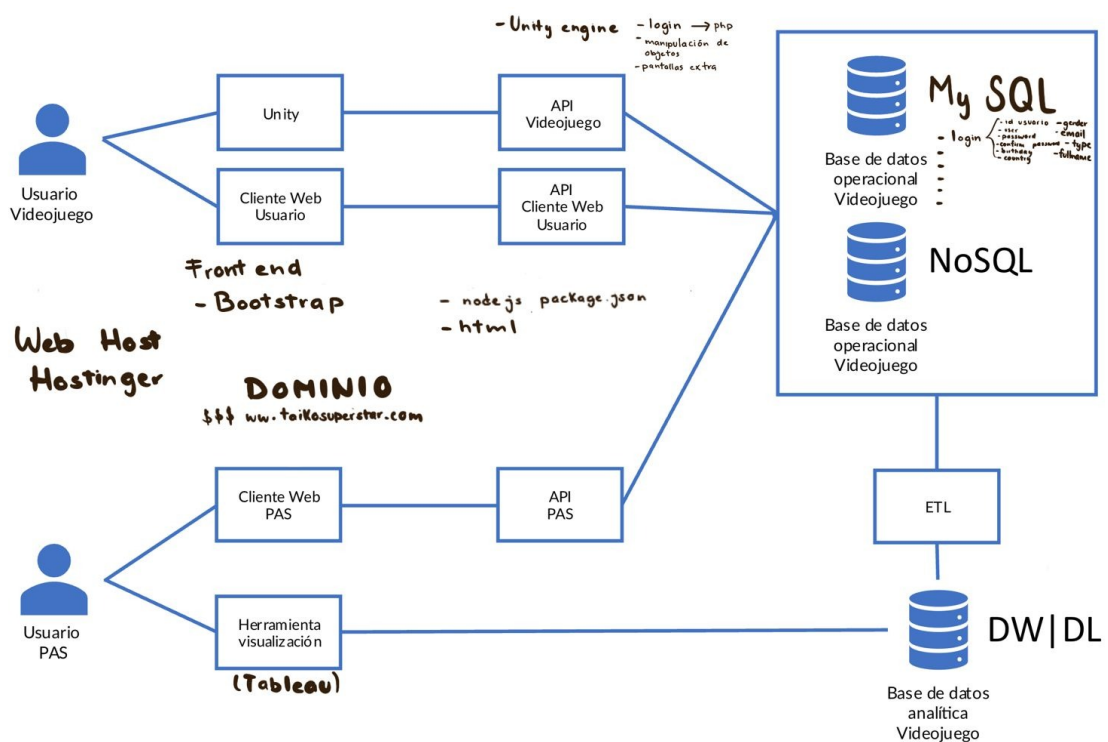As a player you can see the development team with their information

As a player you can enter the store of PAS

As a player you can view the PAS social media

As a PAS member you can create an account to view more graphs of game statistics.

As a PAS member you can view more graphs like how many players are in any country, how many players are female or male or other gender, etc

## System architecture

## Summary of amount of effort

| Activity | Quantity Hours |
| --- | --- |
| Brainstorming | 3hrs |
| Idea redesign | 1hr |
| Unity (videogame) | 30hrs |
| Design | 15hrs |
| Frontend | 17hrs |
| Backend | 30hrs |
| Database - Tableau | 4hrs |
| Server upload | 24hrs |
| Videos | 2hrs |
| Documentation | 3hrs |
| Testing | 8hrs |
| **Total** | **137hrs** |

**Click here to enter the API repository and website:**
https://github.com/gggandre/Taiko-SuperStar-VideogameUnity

**Click here to enter the repository of the video game and the deliverables for PAS:**
https://github.com/A01745312/TaikoSuperStar

**Click here to access to the Youtube video:**
https://youtu.be/O-MfX0YmHCc