**91.411.201: Software Engineering I**

**Software Requirements Specification (SRS) Template**

Items that are intended to stay in as part of your document are in **bold**; explanatory comments are in *italic* text. Plain text is used where you might insert wording about your project.

The document in this file is an annotated outline for specifying software requirements, adapted from the IEEE Guide to Software Requirements Specifications (Std 830-1993).

Tailor this to your needs, removing explanatory comments as you go along. Where you decide to omit a section, you might keep the header, but insert a comment saying why you omit the data.

**91.411.201: Software Engineering I**

**Bubble Warrior Adventures**

**Software Requirements Specification**

**Document**

**Version: (1)** **Date: (04/04/2017)**

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# 1. Introduction

*The following subsections of the Software Requirements Specifications (SRS) document should provide an overview of the entire SRS. The thing to keep in mind as you write this document is that you are telling what the system must do – so that designers can ultimately build it. Do not use this document for design!!!*

## 1.1 Purpose

The purpose is to build a 2D RPG styled video game for Windows and Unix environments.

## 1.2 Scope

The software being produced is called “Bubble Warriors Adventure”. Will have a storyline, controllable character, player vs enemy A.I. battling, obtainable items, and conversation with non-player characters, leveling up, and upgradeable statistics for the player. Will not feature multiplayer option.

*In this subsection:*

1. *Identify the software product(s) to be produced by name*
2. *Explain what the software product(s) will, and, if necessary, will not do*
3. *Describe the application of the software being specified, including relevant benefits, objectives, and goals*
4. *Be consistent with similar statements in higher-level specifications if they exist*

*This should be an executive-level summary. Do not enumerate the whole requirements list here.*

## 1.3 Definitions, Acronyms, and Abbreviations.

1. Bubble Warrior Adventures – BWA
2. Bubble Warrior Adventures – “this product”

## 1.4 References

*In this subsection:*

*(1) Provide a complete list of all documents referenced elsewhere in the SRS*

*(2) Identify each document by title, report number (if applicable), date, and publishing organization*

1. *Specify the sources from which the references can be obtained.*

*This information can be provided by reference to an appendix or to another document. If your application uses specific protocols or RFC’s, then reference them here so designers know where to find them.*

## 1.5 Overview

The SRS contains specific specifications on what this game aims to accomplish, and the interactivity with the user.

*In this subsection:*

1. *Describe what the rest of the SRS contains*
2. *Explain how the SRS is organized*

*Don’t rehash the table of contents here. Point people to the parts of the document they are most concerned with. Customers/potential users care about section 2, developers care about section 3.*

# 2. The Overall Description

*Describe the general factors that affect the product and its requirements. This section does not state specific requirements. Instead, it provides a background for those requirements, which are defined in section 3, and makes them easier to understand*. *In a sense, this section tells the requirements in plain English for the consumption of the customer. Section3 will contain a specification written for the developers.*

## 2.1 Product Perspective

This product is a self-contained product. So long as the user has the product on their system, will be able to be run.

### 2.1.1 System Interfaces

### This product has no system interfaces.

### 2.1.2 Interfaces

This product will have a standalone window, with a GUI for the menus, and an overlay GUI for the main gameplay. This is meant for any user which can use two hands effectively, and have an interest for this style of video game. A keyboard and mouse is required, or equivalent.

### 2.1.3 Hardware Interfaces

### This system has no hardware interface requirements. A basic, single Windows or Unix environment computer will be enough to run this program.

### 2.1.4 Software Interfaces

*Specify the use of other required software products and interfaces with other application systems. For each required software product, include:*

1. *Name*
2. *Mnemonic*
3. *Specification number*
4. *Version number*
5. *Source*

*For each interface, provide:*

1. *Discussion of the purpose of the interfacing software as related to this software product*
2. *Definition of the interface in terms of message content and format*

*Here we document the APIs, versions of software that we do not have to write, but that our system has to use. For instance if your customer uses SQL Server 7 and you are required to use that, then you need to specify i.e.*

*2.1.4.1 Microsoft SQL Server 7. The system must use SQL Server as its database component. Communication with the DB is through ODBC connections. The system must provide SQL data table definintions to be provided to the company DBA for setup.*

*A key point to remember is that you do NOT want to specify software here that you think would be good to use. This is only for* ***customer-specified systems*** *that you* ***have*** *to interact with. Choosing SQL Server 7 as a DB without a customer requirement is a Design choice, not a requirement. This is a subtle but important point to writing good requirements and not over-constraining the design.*

### 2.1.5 Communications Interfaces

There are no communication interfaces or protocols in this system. Will be dependent on a single local system.

### 2.1.6 Memory Constraints

There are no memory constraints for this system, but will optimize memory usage as much as we can.

### 2.1.7 Operations

BWA will be played using both the keyboard and mouse, where the keyboard is for movement and interaction, while the mouse is mainly for GUI elements. The user would remain in the game for the entire operation, and would have the option to pause gameplay in order to leave the operation. The user can also save the current state of the system and be able to come back to it at a later date.

### 2.1.8 Site Adaptation Requirements

There is no need for any site adaptation, as the nature of the system is not of any critical importance.

## 2.2 Product Functions

*Provide a summary of the major functions that the software will perform. Sometimes the function summary that is necessary for this part can be taken directly from the section of the higher-level specification (if one exists) that allocates particular functions to the software product.*

*For clarity:*

1. *The functions should be organized in a way that makes the list of functions understandable to the customer or to anyone else reading the document for the first time.*
2. *Textual or graphic methods can be used to show the different functions and their relationships. Such a diagram is not intended to show a design of a product but simply shows the logical relationships among variables.*

*AH, Finally the real meat of section 2. This describes the functionality of the system in the language of the customer. What specifically does the system that will be designed have to do? Drawings are good, but remember this is a description of what the system needs to do, not how you are going to build it. (That comes in the design document).*

## 2.3 User Characteristics

*Describe those general characteristics of the intended users of the product including educational level, experience, and technical expertise. Do not state specific requirements but rather provide the reasons why certain specific requirements are later specified in section 3.*

*What is it about your potential user base that will impact the design? Their experience and comfort with technology will drive UI design. Other characteristics might actually influence internal design of the system.*

## 2.4 Constraints

*Provide a general description of any other items that will limit the developer's options. These can include:*

*(1) Regulatory policies*

*(2) Hardware limitations (for example, signal timing requirements)*

*(3) Interface to other applications*

*(4) Parallel operation*

*(5) Audit functions*

*(6) Control functions*

*(7) Higher-order language requirements*

1. *Signal handshake protocols (for example, XON-XOFF, ACK-NACK)*
2. *Reliability requirements*

*(10) Criticality of the application*

*(11) Safety and security considerations*

*This section captures non-functional requirements in the customers language. A more formal presentation of these will occur in section 3.*

## 2.5 Assumptions and Dependencies

*List each of the factors that affect the requirements stated in the SRS. These factors are not design constraints on the software but are, rather, any changes to them that can affect the requirements in the SRS. For example, an assumption might be that a specific operating system would be available on the hardware designated for the software product. If, in fact, the operating system were not available, the SRS would then have to change accordingly.*

*This section is catch-all for everything else that might influence the design of the system and that did not fit in any of the categories above.*

## 2.6 Apportioning of Requirements.

*Identify requirements that may be delayed until future versions of the system. After you look at the project plan and hours available, you may realize that you just cannot get everything done. This section divides the requirements into different sections for development and delivery. Remember to check with the customer – they should prioritize the requirements and decide what does and does not get done. This can also be useful if you are using an iterative life cycle model to specify which requirements will map to which interation.*

# 3. Specific Requirements

The game shall load in .tmx files created via the program Tiled.

The game shall render the map in layers.

The game shall handle keyboard/mouse input to interact with the player sprite.

The game should contain sound effects.

The game shall contain entities (enemies, NPCs).

The game shall contain a storyline.

## 3.1 External Interfaces

JSON is used to store settings and savegames.

## 3.2 Functions

The game shall load in .tmx files created via the program Tiled.

The game shall render the map in layers.

The game shall handle keyboard/mouse input to interact with the player sprite.

The game should contain sound effects.

The game shall contain entities (enemies, NPCs).

The game shall contain a storyline.

## 3.3 Performance Requirements

To be runnable on Windows, Linux and Mac with similar performance.

The game should run at 60 FPS on modern hardware and smoothly with no graphical disformation.

## 3.4 Logical Database Requirements

This product has no database, and all data saved using various extensions: .tmx, .conf, .txt

## 3.5 Design Constraints

This product has no design constraints imposed by other standards or hardware limitations.

### 3.5.1 Standards Compliance

Uniform coding style is written on the github CONTRIBUTING.md. No other standards or regulations apply. All data is not sensitive, and this product’s purpose is for entertainment and for our software engineering course.

## 3.6 Software System Attributes

### 3.6.1 Reliability

The game should run whenever the user would like to play it. It should never throw exceptions unless for missing files or data corruption. The user will also be able to save the game.

### 3.6.2 Availability

The game works by saving your progress as you progress, in case anything happens you can choose to reopen the game with the current progress you last had or forget about it. So it will never conflict with your previous savegames.

### 3.6.3 Security

The game does not connect to any server or ask the user for any information except a name for the player, so security is not critical. For the savegames, however, they are encrypted to prevent cheating by modifying values.

### 3.6.4 Maintainability

All coding styles and descriptions of all code are maintained on the GitHub repository, and anyone can modify the code based on the coding style found in the CONTRIBUTING.md file.

### 3.6.5 Portability

The game runs on Windows, Linux and Mac. The game should run wherever SFML can run.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Characteristic** | **H/M/L** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| 1 | Correctness | H | v | V | V | V | V | V | V | V | V | V | V | V |
| 2 | Efficiency | H | V | V | V | V | V | V | V | V | V | V | V | v |
| 3 | Flexibility | H | V | V | V | V | V | V | V | V | V | V | V | V |
| 4 | Integrity/Security | L | V | V | V | V | V | x | V | V | V | V | V | V |
| 5 | Interoperability | M | V | V | V | V | V | V | V | V | V | V | V | V |
| 6 | Maintainability | H | V | V | V | V | V | V | V | V | V | V | V | V |
| 7 | Portability | H | V | V | V | V | V | V | V | V | V | V | V | V |
| 8 | Reliability | H | V | V | V | V | V | V | V | V | V | V | V | V |
| 9 | Reusability | M |  | V |  | V | V | V | V |  |  | V | V | v |
| 10 | Testability | H | v | V | V | V | V | V | V | V | V |  |  |  |
| 11 | Usability | H | X | X | X | X | X | X | X | X | X | X | X | X |
| 12 | Availability | H | X | X | X | X | X | X | X | X | X | X | X | X |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

# Change Management Process

We communicate via Gitter and Skype whenever chatting face to face is solves the change faster. We have to reach an agreement and find a solution for a particular change. We then divide it up and we work on it as a mini sprint and check in everyday until three days pass where we meet up and test each other’s code and finally begin to integrate them together into one to then add to the game.

# Document Approvals

We the developer behind Bubble Warrior Adventures approve this document.

# Supporting Information

The table of contents, index and appendix can be used as such.

**Outline for SRS Section 3**

**Organized by mode: Version 1**

3. Specific Requirements

3.1 External interface requirements

1. User interfaces
2. Hardware interfaces
3. Software interfaces
4. Communications interfaces
5. Functional requirements

3.2.1 Mode 1

3.2.1.1 Functional requirement 1.1

.....

3.2.1.*n* Functional requirement 1.*n*

1. Mode 2

.....

3.2.*m* Mode *m*

3.2.*m*.1 Functional requirement *m*.1

.....

3.2.*m.n* Functional requirement *m.n*

3.3 Performance Requirements

3.4 Design Constraints

3.5 Software system attributes

3.6 Other requirements

**Outline for SRS Section 3**

**Organized by mode: Version 2**

3. Specific Requirements

3.1 Functional Requirements

1. Mode 1

3.1.1.1 External interfaces

3.1.1.1 User interfaces

3.1.1.2 Hardware interfaces

3.1.1.3 Software interfaces

3.1.1.4 Communications interfaces

3.1.1.2 Functional Requirement

3.1.1.2.1 Functional requirement 1

.....

3.1.1.2.*n* Functional requirement *n*

3.1.1.3 Performance

3.1.2 Mode 2

.....

3.1.*m* Mode *m*

1. Design constraints
2. Software system attributes
3. Other requirements

**Outline for SRS Section 3**

**Organized by user class (i.e. different types of users ->System Adminstrators, Managers, Clerks, etc.)**

3. Specific Requirements

3.1 External interface requirements

1. User interfaces
2. Hardware interfaces
3. Software interfaces
4. Communications interfaces
5. Functional requirements

3.2.1 User class 1

3.2.1.1 Functional requirement 1.1

.....

3.2.1.*n* Functional requirement 1.*n*

1. User class 2

.....

3.2.*m* User class *m*

3.2.*m*.1 Functional requirement *m*.1

.....

3.2.*m.n* Functional requirement *m.n*

3.3 Performance Requirements

3.4 Design Constraints

3.5 Software system attributes

3.6 Other requirements

**Outline for SRS Section 3**

**Organized by object (Good if you did an object-oriented analysis as part of your requirements)**

3 Specific Requirements

3.1 External interface requirements

1. User interfaces
2. Hardware interfaces
3. Software interfaces
4. Communications interfaces
5. Classes/Objects

3.2.1 Class/Object 1

3.2.1.1 Attributes (direct or inherited)

1. Attribute 1

.....

3.2.1.1.*n* Attribute *n*

1. Functions (services, methods, direct or inherited)

3.2.1.2.1 Functional requirement 1.1

.....

3.2.1.2.*m* Functional requirement 1.*m*

3.2.1.3 Messages (communications received or sent)

3.2.2 Class/Object 2

.....

3.2.*p* Class/Object *p*

3.3 Performance Requirements

3.4 Design Constraints

3.5 Software system attributes

3.6 Other requirements

**Outline for SRS Section 3**

**Organized by feature (Good when there are clearly delimited feature sets.**

3 Specific Requirements

3.1 External interface requirements

1. User interfaces
2. Hardware interfaces
3. Software interfaces
4. Communications interfaces
5. System features

3.2.1 System Feature 1

3.2.1.1 Introduction/Purpose of feature

3.2.1.2 Stimulus/Response sequence

3.2.1.3 Associated functional requirements

3.2.1.3.1 Functional requirement 1

.....

3.2.1.3.*n* Functional requirement *n*

3.2.2 System Feature 2

.....

3.2.*m* System Feature *m*

.....

3.3 Performance Requirements

3.4 Design Constraints

3.5 Software system attributes

3.6 Other requirements

**Outline for SRS Section 3**

**Organized by stimulus (Good for event driven systems where the events form logical groupings)**

3 Specific Requirements

3.1 External interface requirements

1. User interfaces
2. Hardware interfaces
3. Software interfaces
4. Communications interfaces
5. Functional requirements

3.2.1 Stimulus 1

3.2.1.1 Functional requirement 1.1

.....

3.2.1.*n* Functional requirement 1.*n*

3.2.2 Stimulus 2

.....

3.2.*m* Stimulus *m*

3.2.*m*.1 Functional requirement *m*.1

.....

3.2.*m.n* Functional requirement *m.n*

3.3 Performance Requirements

3.4 Design Constraints

3.5 Software system attributes

3.6 Other requirements

**Outline for SRS Section 3**

**Organized by response (Good for event driven systems where the responses form logical groupings)**

3 Specific Requirements

3.1 External interface requirements

1. User interfaces
2. Hardware interfaces
3. Software interfaces
4. Communications interfaces
5. Functional requirements

3.2.1 Response 1

3.2.1.1 Functional requirement 1.1

.....

3.2.1.*n* Functional requirement 1.*n*

3.2.2 Response 2

.....

3.2.*m* Response *m*

3.2.*m*.1 Functional requirement *m*.1

.....

3.2.*m.n* Functional requirement *m.n*

3.3 Performance Requirements

3.4 Design Constraints

3.5 Software system attributes

3.6 Other requirements

**Outline for SRS Section 3**

**Organized by functional hierarchy (Good if you have done structured analysis as part of your design.)**

3 Specific Requirements

3.1 External interface requirements

1. User interfaces
2. Hardware interfaces
3. Software interfaces
4. Communications interfaces
5. Functional requirements

3.2.1 Information flows

3.2.1.1 Data flow diagram 1

1. Data entities
2. Pertinent processes
3. Topology

3.2.1.2 Data flow diagram 2

1. Data entities
2. Pertinent processes
3. Topology

.....

3.2.1.*n* Data flow diagram *n*

3.2.1.*n*.1 Data entities

3.2.1.*n*.2 Pertinent processes

3.2.1.*n*.3 Topology

3.2.2 Process descriptions

1. Process 1
2. Input data entities
3. Algorithm or formula of process
4. Affected data entities

3.2.2.2 Process 2

3.2.2.2.1 Input data entities

3.2.2.2.2 Algorithm or formula of process

3.2.2.2.3 Affected data entities

.….

3.2.2.*m* Process *m*

3.2.2.*m*.1 Input data entities

3.2.2.*m*.2 Algorithm or formula of process

3.2.2.*m*.3 Affected data entities

3.2.3 Data construct specifications

3.2.3.1 Construct 1

3.2.3.1.1 Record type

3.2.3.1.2 Constituent fields

3.2.3.2 Construct 2

3.2.3.2.1 Record type

3.2.3.2.2 Constituent fields

…..

3.2.3.*p* Construct *p*

3.2.3.*p*.1 Record type

3.2.3.*p*.2 Constituent fields

3.2.4 Data dictionary

3.2.4.1 Data element 1

3.2.4.1.1 Name

3.2.4.1.2 Representation

3.2.4.1.3 Units/Format

3.2.4.1.4 Precision/Accuracy

3.2.4.1.5 Range

3.2.4.2 Data element 2

3.2.4.2.1 Name

3.2.4.2.2 Representation

3.2.4.2.3 Units/Format

3.2.4.2.4 Precision/Accuracy

3.2.4.2.5 Range

…..

3.2.4.*q* Data element *q*

3.2.4.*q*.1 Name

3.2.4.*q*.2 Representation

3.2.4.*q*.3 Units/Format

3.2.4.*q*.4 Precision/Accuracy

3.2.4.*q*.5 Range

3.3 Performance Requirements

3.4 Design Constraints

3.5 Software system attributes

3.6 Other requirements

**Outline for SRS Section 3**

**Showing multiple organizations (Can’t decide? Then glob it all together)**

3 Specific Requirements

3.1 External interface requirements

1. User interfaces
2. Hardware interfaces
3. Software interfaces
4. Communications interfaces
5. Functional requirements

3.2.1 User class 1

3.2.1.1 Feature 1.1

3.2.1.1.1 Introduction/Purpose of feature

3.2.1.1.2 Stimulus/Response sequence

3.2.1.1.3 Associated functional requirements

3.2.1.2 Feature 1.2

3.2.1.2.1 Introduction/Purpose of feature

3.2.1.2.2 Stimulus/Response sequence

3.2.1.2.3 Associated functional requirements

…..

3.2.1.*m* Feature 1.*m*

3.2.1.*m*.1 Introduction/Purpose of feature

3.2.1.*m*.2 Stimulus/Response sequence

3.2.1.*m*.3 Associated functional requirements

3.2.2 User class 2

.....

3.2.*n* User class *n*

.....

3.3 Performance Requirements

3.4 Design Constraints

3.5 Software system attributes

3.6 Other requirements

**Outline for SRS Section 3**

**Organized by Use Case (Good when following UML development)**

3. Specific Requirements

3.1 External Actor Descriptions

3.1.1 Human Actors

3.1.2 Hardware Actors

3.1.3 Software System Actors

3.2 Use Case Descriptions

3.2.1 Use Case 1

3.2.2 Use Case 2

3.2.n Use Case n

3.3 Performance Requirements

3.4 Design Constraints

3.5 Software system attributes

3.6 Other requirements