1. Introduction

1.1 Purpose

The purpose of this document is to present a detailed description of the online video game renting service VGRentalZ.

It will explain the purpose and features of our service, the interfaces of the service, what the service will do and the constraints it operates under. This document is intended for users of our service and potential developers.

1.2 Document Conventions

This document was created based on a template for IEEE System Requirement Specification Documents.

1.3 Intended Audience and Reading Suggestions

• Typical Users, such as gamers, who want to use VGRentalZ for affordable gaming.

• Power players who intend to finish multiple games quickly.

• Programmers who are interesting on the development of VGRentalZ and furthering its development or fix any bugs.

1.4 Product Scope

VGRentalZ is a service that anyone can use to rent video games at an affordable price, purchase games, and pre-order for rent or purchase. Users can use our services to enjoy games without breaking the bank.

2. Overall Description

2.1 Product Perspective

VGRentalZ was developed for everyone who is interested in gaming, whether they game casually or for glory. VGRentalZ supports various systems that as long as there is strong enough demand for a game, then the games will be available from our VGRentalZ. VGRentalZ is a project with a developer team to support it and its users. Built to run on Google Chrome, Microsoft Edge, Safari, Android, and IOS.

2.2 Product Functions

- Accept customer input for payment such as: credit card number, credit card expiration date, credit card CVV, first name, last name, address, state, city, zip code, telephone number, email.
- Accept input to add more payment methods
- Accept input to sign up for premium membership such as everything described in the first bullet point plus a password to make renting easier & faster.
- Accept input for customers to get more info on a specific game.
- Accept input for customers to filter through games based on genre.
- Accept input for customers to add games to cart.
- Accept input for customers to rent games from cart with 2 game limit max for regular members, and 4-game limit max for premium members.
- Accept input for customers to purchase games from cart.
- Accept input for customers to pre-order games.
- Output most popular games as homepage.
- Output pricing & business model banner at top of the homepage.
- Output whether or not games are available.
- Output description of game.
- Output filter for games to be filtered by system and/or genre.
- Output list of items in cart.
- Output customer premium membership info such as: order history, login info, shipping info, and payment methods.
- Able to compute total cost amount for cart
- Timing & Synchronization ???

2.3 User Classes and Characteristics

• Typical Users, such as gamers, who want to use VGRentalZ for affordable gaming.

• Power players who intend to finish multiple games quickly.

• Programmers who are interesting on the development of VGRentalZ and furthering its development or fix any bugs.

2.4 Operating Environment

- Google Chrome
- Microsoft Edge
- Safari
- Android
- IOS

2.5 Design and Implementation Constraints

VGRentalZ runs on Java. As such, it is a modular design based on classes & methods.

2.6 User Documentation

This document is the user documentation.

For layout template, this site was used.

https://gephi.org/users/gephi_srs_document.pdf

2.7 Assumptions and Dependencies

VGRentalZ runs on Java and the user is able to run Java. For the mobile app versions, we assume that the user has a legitimate device.

3. External Interface Requirements

3.1 User Interfaces

To be added once interface is developed.

3.2 Hardware Interfaces

The minimum requirements to run VGRentalZ is a 1.0GHz CPU and 128mb of RAM.

3.3 Software Interfaces

VGRentalZ requires either Google Chrome, Microsoft Edge, Safari, Android, or IOS to be installed on your device. VGRentalZ connects to a database to output video game library.

3.4 Communications Interfaces

Internet connection is required at a speed of at least 1.0mb/s.

4. System Features

This section will contain the features that VGRentalZ has and demonstrate how they can be used.

4.1 TBA

4.2 TBA

4.3 TBA

4.4 TBA

4.5 TBA

5. Other Nonfunctional Requirements

5.1 Performance Requirements

The minimum requirements to run VGRentalZ is a 1.0GHz CPU and 128mb of RAM.
An internet connection is also required at a speed of at least 1.0mb/s.

5.2 Safety Requirements

To prevent any leak of data, VGRentalZ is regularly managed by a team of
developers who update it frequently to squash any bugs. Transactions will be
all or nothing to prevent any half transactions to occur. Rollback of data
will be available.

5.3 Security Requirements

VGRentalZ is safe & secure to use. Any user can use VGRentalZ without any
additional safety requirements.

5.4 Software Quality Attributes

VGRentalZ is designed to provide an intuitive interface that allows typical
users to get the games they want.