# SW5E Bestiary Companion SRS

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# Section 1: Introduction

## Purpose

To provide an application which serves to make the vast amount of data and information available in print for a tabletop pen and paper game more readable and searchable.

## Scope

The Bestiary Companion will service the needs of users in the SW5E TTRPG system to find precise data on the myriad creatures that exist in the TTRPG system. This application will allow for filtering based on several possible criteria delineating one creature or group of creatures from another, noted in the Requirements section of this document.

## User Profiles

* Customer
  + The customer is Delta Squad, the group which manages the SW5E ecosystem. They need a mobile app to serve as a companion/searchable database of all the creature information that is a part of their game.
* Target Audience/Users
  + Users will be those who are organizing SW5E games as well as the players in those games who want easy access to statistics and information to make game play smoother.

## Workflows

TODO

## Definitions

|  |  |
| --- | --- |
| System | The Application, as detailed in “Scope”. SW5E Bestiary Companion Application. |
| Game | SW5E Tabletop Roleplaying Game System. |
| Creature | An entity existing within the Game, composed of many Filterable and Non-Filterable traits and statistics. |
| Filterable | Information about a Creature that can be used to identify it and distinguish it from other Creatures in the DB. Filterables include Creature Name, Creature Type, Creature Size, and Challenge Rating. Filterables vary somewhat in how specific they are, with some being broad categories, others being specific. |
| Creature Type | A broad Filterable, indicating whether a Creature is a “Droid”, a “Beast”, a “Humanoid”, or some other category. |
| Creature Size | A specific Filterable, indicating the approximate size of the Creature. Size options are Tiny, Small, Medium, Large, Huge, and Gargantuan. Each size category is approximately twice the size of the category immediately before it. Humans are considered Medium. |
| Challenge Rating | A numerical Filterable, indicating approximately how powerful players of the Game should be to handle a specific Creature. |
| DB | The Database representing all the Creatures and their respective data entries. |
| User | A User of the System, needing information about one or more Creature entities. |

# Section 2: Requirements

## Requirements

1. The System shall allow the User to see data, Filterable and Non-Filterable, of a selected Creature.
2. The System shall allow the User to search for Creatures by all Filterable traits.
3. The System shall query the DB to retrieve Creatures matching the search criteria of the User.
4. The System shall display the retrieved Creatures in a clean list.
5. The System shall allow the User to select a Creature from the List.
6. The System shall present the data of a selected Creature in an easy to follow format.
7. The System shall prevent the User from editing the DB.

## Stretch Requirements

1. The System could allow the User to add a Creature to a list of favorites.
2. The System could allow the User to select a Creature from the favorites list.
3. The System could allow the User to create additional lists of Creatures
4. The System could allow the User to export additional lists of Creatures to other Users.
5. The System could allow the User to import a received list of Creatures for use.
6. The System could display any loaded list to the User.

# Section 3: Overview

## Resources

TODO

## Data at Rest

TODO

## Data in Motion

TODO

## Data State

TODO

# Section 4: Verfication

## Testing

TODO

## Demo

TODO

# Appendix A: Sources

TODO