

## 3 Client Requirements Specification

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### 3.1 The Client

The client is the user facing part of our system, and as such it will need to not only clearly represent the information that the application simulates, but also look appropriate and aesthetically pleasing.

### 3.2 What We Need

This first section will explain the parts of the client that we feel are most critical to the workings of our system.

We need the client to:

- visually represents the current state of the simulation,
- display the continuous changing states within the system efficiently,
- be cross platform,
  - this includes looking and functioning the same across different systems,
- allow the user to start, reset and pause the simulation,
- allow the user to control certain parameters of the simulation.

### 3.3 What We Hope to Achieve

We would like the client to:

- visually represents the current state of the simulation in an aesthetically pleasing manner,
  - we would like the visualisation to display as much information as possible, without overcomplicating what is shown to the user,
- seamlessly display the continuous changing states within the system efficiently,
- provide intuitive controls for the user.