Other Non-Functional Requirements

The software application must be accessed through Linux, and will connect to the server through Tuxworld. However Internet is required for users worldwide to be able to use the application.

A game must be started within ten minutes of creating the lobby, or it will automatically close. Once the players have joined the game, after they have successfully connected, there will be a three seconds timer notifying of game start. After which each player will have thirty seconds to complete their turn. The system will process one action at a time, per game. For example this could be switching turns; playing or drawing cards; giving information etc. It is also possible to force-close a game for specified NSID, however only by that same NSID. And if a connection is lost to the server, it cannot be regained. Thus if a player disconnects, they will no longer be able to re-join the game, and will either have to create or join a new one.

The software must use build-in test cases that examine the current system state and provide warning and resolutions. These test cases will not require maintenance. Furthermore to access the server, players will be asked to enter a secret code. And to enter a game lobby they will have to enter game id and game secret. Also while playing the game they will be limited to a set of options to choose from, when providing information to other players.

As a future consideration, the system will process turn switching within two seconds from the moment the last player has ended their turn.