**SYSTEM REQUIREMENTS**

**Rev 1.1**

**Date: 10-1-2015**

Team JTT

**Design Verification Procedure**

|  |  |
| --- | --- |
| Name |  |
| Name | Jacob Meixner |
| Name |  |
| Name |  |

**Table of Contents**

Contents

[1.0 Introduction 3](#__RefHeading___Toc367098454)

[1.1 Purpose 3](#__RefHeading___Toc367098455)

[1.2 Scope 3](#__RefHeading___Toc367098456)

[1.3 Document Overview 3](#__RefHeading___Toc367098457)

[2.0 General Software Requirements 3](#__RefHeading___Toc367098458)

[3.0 Game Room Requirements 4](#__RefHeading___Toc367098459)

[4.0 Game Board Requirements 4](#__RefHeading___Toc367098460)

[5.0. Game Action Requirements 6](#__RefHeading___Toc367098461)

[7.0 Revision History 7](#__RefHeading___Toc367098462)

[8.0 Document Approval 7](#__RefHeading___Toc367098463)

# 1.0 Introduction

## 1.1 Purpose

Killer Bunnies Online is a web based virtual card game that allows players to battle one another to achieve victory. The system provides a game playing environment without the need to purchase playing cards, and significantly reduces paper cuts. The ultimate goal of Killer Bunnies Online is to provide players with a convenient and fun way to play everyone's favorite rabbit themed game.

## 1.2 Scope

The system is designed to allow users to create and play a game of Killer Bunnies with other students online. Players should be able to play and complete a game in an online session and determine a winner. There will be a visible playing board to place cards on, and graphical images to represent cards in this exciting game. Killer Bunnies Online will provide all the needed functionality of the actual game including rolling of dice, drawing of cards, and other tasks needed to create the full game experience.

## 1.3 Document Overview

The purpose of this document is to serve as a system requirements guideline for the development of Killer Bunnies Online. It will play a key role in validation of the developed software as well.

# 2.0 General Software Requirements

|  |  |  |
| --- | --- | --- |
| **System Req ID** | **Description** | **URS**  **ID** |
| SYS 2.1.1 | The application should be able to run successfully in Firefox 3.6 or later and Chrome 9.0 or later | URS 2.1 |
| SYS 2.1.2 | Javascript must be enabled in the supported browser | URS 2.1 |
| SYS 2.1.3 | The server address should not be blocked by the browser or any firewall when accessing the game | URS 2.1 |
| SYS 2.2.1 | The game should support operating systems that are supported by the required browsers. | URS 2.2 |
| SYS 2.2.2 | Google Chrome and Mozilla Firefox mainly supports Windows vista or later, Mac OS X 10.6+, Ubuntu 10.04+. | URS 2.2 |
| SYS 2.3.1 | If the user is disconnected from the game session or lost network connection, the user should have an opportunity to reconnect with the running instance of the game using game room. (Details of game room: SYS 3.3.x) | URS 2.3 |
|  |  |  |
|  |  |  |
|  |  |  |

# 3.0 Game Room Requirements

|  |  |  |
| --- | --- | --- |
| **System Req ID** | **Description** | **URS**  **ID** |
| SYS 3.1.1 | The User must be able to determine the game pack that is being played | *URS 3.1* |
| SYS 3.1.2 | The blue and yellow game packs will be required and they will be the default pack. All other game packs are add ons and will be enhancements to the game | *URS 3.1* |
| …. | ….. | …. |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# 4.0 Game Board Requirements

|  |  |  |
| --- | --- | --- |
| **System Req ID** | **Description** | **URS**  **ID** |
| SYS 4.1.1 | The cards that are included in any given game must be determined by the deck that is chosen at the start. | URS 4.1 |
| SYS 4.1.2 | The cards that are in the chosen deck, and each deck that comes before it, will make up the set of cards for that game | URS 4.1 |
| SYS 4.2.1 | Players must have seven cards in play at all times. Five in your hand and two in the queue. This does not include cash, saved cards, carrots, food items, etc. | URS 4.2 |
| SYS 4.2.2 | Players may have any number of cash, saved, carrot, and food cards | URS 4.2 |
| SYS 4.3.1 | There are several different piles used during the game. Piles also change depending on the booster pack being used | URS 4.3 |
| SYS 4.3.2 | The draw pile, which is the pile from which to draw cards to replace cards in your hand. | URS 4.3 |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| ….. | …… | …. |

# 5.0. Game Action Requirements

|  |  |  |
| --- | --- | --- |
| **System Req ID** | **Description** | **URS**  **ID** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# 7.0 Revision History

|  |  |  |
| --- | --- | --- |
| **Date** | **Revision** | **Description** |
|  | 1.0 | Initial Document |
|  | 1.1 | Updating general requirements |

# 8.0 Document Approval

This document shall act as a binding contract to complete a product fulfilling the list of requirements sealed by the signatures below.

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Signature** | | **Date** |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |