**PROBLEM SPECIFICATION TABLE**

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| CUSTOMER | Snake and Ladders |
| USER | 3 players |
| FUNCTIONAL REQUIREMENTS | RF1: Register 3 players.  RF2: Roll dice.  RF3: See scales and snakes.  RF4: Final score.  RF5: End of game. |
| CONTEXT OF THE PROBLEM | The company Snake and Ladders wants its game in a text interface per console. |
| NON-FUNCTIONAL REQUIREMENTS | RFN1: Show 3x6 grid the game.  RFN2: Snakes are represented by A.  RFN3: Ladders must be represented by the letter E.  RFN4: No ladder can initialize in box 1.  RFN5: For more points, you must play again without closing the program.  RFN6: Scores are removed when the game is closed. |

**Functional Requirements Analysis Table (Note: One table for each functional requirement)**

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| Name or identifier | RF1: Register players | | |
| Summary | The 3 players must select with the name to be represented \*! O X % $ # + &. | | |
| Tickets | Entry name | Data type | Selection or repetition condition |
| Name | String | Must display available names |
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| General activities required to achieve results | 1. You must have selected the name of the 3 players are in the description of the game. | | |
| Result the postcondición | Save all recorded data. | | |
| Outputs | Entry name | Data type | Selection or repetition condition |
| ConfirmacionCreacionJugadores | Boolean | Select the names to display. |
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| Name or identifier | RF2: Take out given | | |
| Summary | Player throws the die and N square forward, if snake falls it is delayed, if it falls on the ladder the player goes ahead and if it falls in normal square the player stays where he is. | | |
| Tickets | Entry name | Data type | Selection or repetition condition |
| TirarDado | String | Show a result. |
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| General activities required to achieve results | 1. The player who is told that he has to play must wait for the answer he has randomly. | | |
| Result the postcondición | Show random result. | | |
| Outputs | Entry name | Data type | Selection or repetition condition |
| ResultadoDado | String | Show if the snake advances, lags or stays still |
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| Name or identifier | RF3: See ladders and snakes. | | |
| Summary | It shows the position of the player that touched him to be able to if he advances, delays or stays still. | | |
| Tickets | Entry name | Data type | Selection or repetition condition |
| ViewSnakesAndLadders | String | Show a result. |
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| General activities required to achieve results | 1. You visualize the player's process. | | |
| Result the postcondición | Show in the position that the player is. | | |
| Outputs | Entry name | Data type | Selection or repetition condition |
| ResultadoDado | String | It shows whether the snake is advancing, delaying, or standing still. |
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| Name or identifier | RF4: End of game. | | |
| Summary | The game must end when a player reaches the last square and that player's score must be obtained. | | |
| Tickets | Entry name | Data type | Selection or repetition condition |
| Score | String | Show the score obtained from the player. |
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| General activities required to achieve results | 1. A player should have reached the last square. 2. That player's score must be calculated. | | |
| Result the postcondición | Show in the position that the player is. | | |
| Outputs | Entry name | Data type | Selection or repetition condition |
| Score | String | View player 1's score. |
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| Name or identifier | RF5: Final score . | | |
| Summary | The game displays the score from highest to lowest of each match. | | |
| Tickets | Entry name | Data type | Selection or repetition condition |
| ScoreFinish | String | Show the score of each game. |
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| General activities required to achieve results | 1. Display the highest and lowest score of each game. | | |
| Result the postcondición | Display the highest and lowest score of each game. | | |
| Outputs | Entry name | Data type | Selection or repetition condition |
| ScoreFinish | String | View scores. |
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