**Requirements Specification Document**

***A Game of Friends***

5.1 Introduction

This section introduces the requirements specification document for A Game of Friends game. It provides the purpose and outline of the project.

5.2 Functional Requirements

5.2.1 Graphical User Interface

The Graphical User Interface provides the user with the functionality of the application. Users will be able to use three different screens: Main Menu, Question Screen, and Score Screen. These three screens will be the main interfaces that will be available to the user.

5.2.1.1 The Main Menu shall provide the ability for players to start a new game and with the basic functions:

\*Play Game

\*Profile

5.2.1.2 The Play Game operation shall create a new instance of the game.

5.2.1.3 The Profile operation shall display the player’s profile which will be connected to social media.

5.2.1.4 The Question Screen interface shall display the question and answers for the player.

5.2.1.5 The Score Screen interface shall display the amount of answers that matched and the players’ scores.

5.2.2 The Gameplay System shall offer each player a multitude of questions to answer and then exchange those questions with the other player.

5.2.2.1 The Matching of the answers shall accumulate the player’s points and reveal the knowledge each player has on one another.

5.2.2.2 The Scoring System shall display the final score of each player and will provide different options to try again, challenge new friend, or quit.

5.2.3 The Network System shall allow players the option to add and challenge friends to a session of the game.

5.2.3.1 The Challenge System allows the player to send a session of the game to another player to play against.

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5.3 Performance Requirements

5.3.1 Score Return Time

5.3.1.1. The application shall return the score results within 10 seconds after the session has been finished.

5.3.2 Challenge Time

5.3.1.2. The application shall send a Challenge to another player within 10 seconds after the player has sent it.

5.4 Environment Requirements

5.4.1 Development Environment Requirements

Each developer shall require the following environment:

— An installation of Visual Studio (from:

https://www.visualstudio.com/downloads/)

— A working Git installation

— An IDE of their choice working with XCode

— Windows 7 Home Premium (or similar version version)

5.4.2 Execution Environment Requirements

Following are the hardware requirements for Computer Chess:

Category Requirement

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Processor Apple A8

Hard Drive Space 10MB

RAM 128MB

Display Standard Screen

Sound Card Optional

Following are the software requirements for *A Game of Friends*

Category Requirement

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Operating System IPhone 6

Compiler XCode

Graphics Adobe Photoshop