Quality Attributes

Team Rejji

1)App should be responsive to user input and not discourage the user from using the device. - Poor response rates drive people away from Apps and would not encourage a large enough user base for the App to be successful. Users also need to be able to quickly react to attack another player with the NFC technology.

2)NFC usage should not dramatically affect battery life. - This would cause people to stop playing the game and negatively affect perception of the App.

3)Gameplay should not detract from the overall device experience. - Annoying notifications and resource consumption should not be employed as part of the normal usage of the App. This would drive people away from leaving the App running which is necessary for widespread gameplay.

4)Menus should be clear and easy to use and guide the user effectively. - Low barriers to entry will encourage people to pick up the App and play. This is not as important as attack and NFC performance, but is still important.

5)App should be ready to configure and run immediately after download.

6)The App should NOT REQUIRE a connection to a remote server at any time during play. This allows for its use no matter what environment the user may be in.

7)App should be compatible with stated Android OS Versions. - The app should be equally stable on different versions of Android to provide a homogenous user experience.

8)App should be secure with any personal user information, including location. - This is a major privacy concern for modern device usage. Users will give rights to the App to access this information but it should not be taken lightly.

9)App should be constructed to allow for easy updates and bug fixes. - This will allow for easy feature enhancements and feature additions. If the App were ever monetized this would be important.