Analyze the following proposal:

We are going to develop a game called Star Battle. It will have a web version and a mobile version too, so we will need the kind of technology that allows us this versatility.

It will be possible to play with only one device, against an IA, or against other remote contenders via Internet.

We will need a web hosting with a high-bandwidth as we want the Internet games to go smoothly. Besides, we will use an Oracle database to store users and games, always following data protection regulations.

In a game, there will be two contenders, one will be the Starfleet and the other will be the Klingon Empire. These players may be registered users (they have to log in the application) or guest users. The registered users will choose whether they are Starfleet or Klingon Empire, but guest users will only be able to choose Klingon Empire. Each contender will have a starship fleet with 6 starships and each ship will have 2 different cannons (laser cannon, plasma cannon, etc.)

First of all, users will choose a level (1,2 or 3) meaning the difficulty of the game.

Each starship will be placed in a coordinate (x, y) of the grid of the game and the game will start. Each player will alternatively shoot to a coordinate choosing which ship and weapon to use. Each weapon has the option of double power and the damage to the enemy will be the double, however, it means wasting the double of ammunition of the weapon chosen.

Each weapon has a fixed amount of ammunition which is updated each shot. When the ammunition is out, the weapon will not be able to be used again, unless the player is a registered user who has stored points from previous victorious games.

Each ship will have a shield which allows the ship to absorb a number of impacts before being destroyed.

If a ship is not damaged during 10 turns, it will be completely repaired.

In each turn a player shoots, the other checks the damages of the fleet and informs to the contender if it has been damaged or not.

The game continues until one of the fleet is completely destroyed or the Star Fleet surrenders (Klingon Empire never surrenders)

When the game is over, a ranking with the best players will be updated and the winner will have points added to their profile which they will be able to exchange for ammunition in other games.

What do you have to do?

You will have to write a document with these sections:

- A cover page with the title "Star Battle game analysis", group (1st DAW/DAM) and your name.
- A table of contents
- An introduction, explaining the project to be developed.

- The SRS including three subsections (functional requirements, non functional requirements and system requirements) where you must specify the requirements of each type, according to the information that you can extract from the introduction.

- The use cases diagram of the general behavior of the project.

- Two activity diagrams of two use cases of the project.

Assessment

- SRS: 3 points

- Use cases diagram: 3 points

- Activity diagrams: 3 points (1,5 points each)

- Presentation (cover page, cleanliness, clarity, etc): 1 point