

Project report Part I and II Summary

This document summarizes part II of the Project report as an addition to part I. Part II describes all the requirements for the project including implementation requirements as well as legal requirements. Part II of the report consists of twelve subparts each describing important requirements for project implementation.

We begin requirements by describing use cases for the projects. These use cases were added to the projects: User account manipulations, in-game navigation, the interaction between players, data base access, and manipulation. Section one of part II also includes individual test cases for each category.

Moving forward following functional requirements were added: Database, Server, Client, and Auth along with their fit criteria. Accordingly, the following data requirements were added: Encrypted User Credentials, Game Entities Data, Game Sessions along with their Rationales, and fit criteria.

When implementing functional requirements it is important to keep in mind performance requirements. This section of the report describes limits for speed and capacity of the projects. Since The Battlerine: War of Submarines is a server based game we require to limit access and interaction wait times to a max of 10 seconds. The game must be designed to occupy a small memory capacity on the users' device with a max of 5GB and all memory heavy files to be stored on the server.

Besides, it is crucial to provide 90% confidence that all the data and game state would be saved in case of unexpected exit or disconnection. Additional dependability requirements can be found in section 5 of the Project report.

The Battlerine: War of Submarine development group is taking full responsibility in support and maintaining the game system. As well as reserves the right to release and push all updates of the game. Full Maintainability and Supportability Requirements can be found in section six of part II. It includes adaptability(system requirements and recommendations),

scalability (10,000–12,000 players, 4000–5000 active simultaneously), longevity (no necessary updates for at least 3 years).

In the modern world with the active growth of technology, it is important to keep users' data safe and up to date. Section seven is dedicated to security including access and privacy. However The Battlerine: War of Submarine development group reserves the right to access all the data related to the project as well as modify and update if necessary. More detailed information can be found on page 27.

The next section is dedicated to usability and humanity requirements. It is been decided that game environments should implement intuitive navigation based on common UI patterns. Also, the game must be adjustable to users from different backgrounds and technology experience. Personalization and internationalization requirements in section eight include language requirements as well as user customization options. Besides in this section recommended training description is included.

For the legal requirements section, the following additions are important to consider:
Compliance Requirements: Personal Info should not be displayed anywhere. Standards Requirements: Product should comply with GDPR standards, it should be developed using agile methodologies, it should be developed using any version control software, it should also comply with ISO/IEC/IEEE 29119-1 standards.