**CSC 232 – Software Development**

**Project Assignment #1 – Developing a Project Specification**

# Due Wednesday, October 11, by the beginning of class

***Administrative Details:***

This assignment begins the project for this course by completing work in step one of the waterfall method: the Requirements Phase. This assignment will consist of developing some documents defining what your project will do.

This is the first stage of the assignment for the semester project for your project group. You should work together with your group members to complete this assignment. There are two options for submitting the work for this assignment. You can email the Word files specified below directly to me, or you can upload the Word files to your GitHub project. Make sure to include all the names of your project team on each of the Word files.

***Part One – Writing a Specification:***

Create a Word document outlining your text adventure game. You do not need to detail the commands that your game will accept; these will be defined in upcoming project assignments. Instead, give an outline for what your game will be: give the ultimate goal of the game, a description of the area the game will cover, and some of the puzzles the game will contain. A page of text should suffice; you do not need to completely lay out the game, just a general description.

For example, if you were writing a specification for the game that we played in class (Blackboard Jungle), you would write that the goal of the game is to submit your English paper to your teacher; the area the game covers is a high school; and you would describe the puddle puzzle and the combination puzzle (obviously, you would write more than this simple paragraph).

***Part Two – Developing Use Cases:***

Create a Word document developing at least three use cases describing the interaction between a user and your game system.

* Give one use case for either the inventory command or the look command.
* Give one use case for a movement command (go south, or something similar).
* Give one use case for a command specific to your game.

Include at least one variation with one of the use cases. For example, a variation could be what happens if you type go south but movement is not allowed in that direction. Other options are available as well. If you have questions about what these commands should do, please let me know.