

# Requirements Document

## Team 1

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Table 1: Team

<b>Name</b>	<b>ID Number</b>
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# 1 System

## 1.1 Purpose

The purpose of this document is to define requirements for system text to insert.

The intended audience of this document is described in table 2

Table 2: Targeted audience of this document.

Group of the readers	Reasons for reading
Users and customers	To give feedback about the requirements
System developers	To understand what functions and properties the system must contain
Testers	To test the system against the requirements
Project team	To follow-up the status of the project against the requirements

## 1.2 Context

Our goal is to develop a task and time management software system for game development projects.

Users of this system include programmers, graphic artists, model artists, webmasters, project managers and designers.

Our software creates and organizes a list of tasks on per user basis along with the time requirements so they can properly allocate resources needed to achieve each task.

## 1.3 Business Goals

Our goal is to offer game development companies a system to properly manage tasks and time related to a project.

Many methods of a various degree of efficiency are currently used to manage tasks and time. Some game developers use spreadsheets or paper solutions to name a few in order to manage resources.

Our solution to this problem is to offer them an easy to use system that standardizes the development process and helps coordination of tasks in order to achieve a comon goal for the team.

## 2 Domain Concepts

This chapter gives a brief introduction to the problem domain. It might include Textual definitions of the most important domain concepts (jargon)

## 3 Actors

Programmers Artists Webmaster

## 4 Use Cases

### 4.1 System overview

This section is a high level description of the intended solution (=the system). It might include

a list of essential features of the system a graph (for example a use case diagram) that defines the users and the main functions of the system

Figure 1: Use Case Diagram

#### Use Case 1

##### Name

Give a name.

##### Summary

A short summary/description/story.

##### Actors

##### Precondition

##### Main Scenario

1. Describe step 1.
2. Describe step 2.
3. Describe step 3.

**Exceptions**

**Postcondition**

**Priority**

**Traces to Test Cases**  
Add when test cases done.

**Use Case 2**

## **5 Functional requirements**

## **6 Data Dictionary**

## **7 References**

## **A Description of File Format: Tasks**

Describe input file format.

## **B Description of File Format: Persons**

Describe output file format.