

# Requirements Document

## TDT4240 - Group A14

Framework:

Android

Quality Attributes:

Primary: Modifiability

Secondary: Useability

Group members:

Bremnes, Jan A. S.

Johanessen, Stig Tore

Hesselberg, Håkon

Kirø, Magnus L.

Randby, Simon

Tørresen, Håvard

February 25, 2013

# Contents

introduction	3
Functional requirements	3
quality requirements(scenarios)	3
COTS components and technical constraints	3
references	3
issues	3
changes	4

## **introduction**

\* description of the project and the phase (requirement) \* of game project: description of game concept should be sufficiently described and explained here. \* structure of the document.

## **Functional requirements**

\*A complete list of functionality requirements you have to fulfill in order to complete the task. Each requirement must have a unique ID. Can also be decomposed into sub-requirements.

## **quality requirements(scenarios)**

\* Write at least scenarios for the most relevant quality attributes (modifiability, testability, safety, usability, etc) \* Use (textual/table) scenarios of the type used in chapter 4 of the book. \* Make the quality requirements measurable/testable with some values that can be checked later. Make estimates for the response measure. \* Tables are recommended to specify quality requirements. \* every quality requirement must have an ID.

## **COTS components and technical constraints**

describe the constraints your architecture has due to your choice of COTS(android), If you have some other constraints relevant for your project, it should be stated here.

## **references**

list references.

## **issues**

optional point of issues you faced working with this of the project and the document.

## **changes**

to be described carried out with this document from first draft until final delivery including all improvements based on feedback from course staff and others.