**Requirements Management Plan Version 3.0**

**Date 2021/11/08**

**Project Name: AlphaXiu Gobang Webgame Project**

Modification record:

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Version | Description | Author |
| <25/10/2021> | <1.0> | Create documents and complete drafts | <张天乐，陈涵> |
| <01/11/2021> | <2.0> | Improve the demand tracking matrix | <周灿苗，曹云舒> |
| <08/11/2021> | <3.0> | Based on the previous version, iteratively modify the requirement tracking matrix, integrate and review the entire document | <周灿苗> |

# 1. Introduction

## 1.1 Object

This document explains the requirements management document for the web version of the Gobang game, introduces the project requirements, the types of requirements, and the attributes of their respective requirements, to ensure that the final implemented project meets the needs of users.

## 1.2 Scope

Input: use case model, stakeholder requirements, business rules;

Output: The web version of Gobang game that meets the requirements

# 2. Requirement artifacts and requirement types

|  |  |  |
| --- | --- | --- |
| Requirement artifacts | Requirement types | illustrate |
| Stakeholder requirement | Stakeholder request | Stakeholder requests include change requests |
| prospect | characteristic | Features include the condition or function of the system |
| Use case model | Use case | Description of all use cases of the system |
| Use case | Use case detailed requirements | Detailed requirements listed in the use case document |
| Supplementary specifications | Supplementary demand | Non-functional requirements not documented in the use case model |

# 3. Prioritization of requirements

1) Design and implementation of the UI interface of the web version of Gobang;

2) Realize the basic two-player Gobang game function;

3) The design and implementation of the chess mode, which includes the selection of two-player and man-machine combat, and the choice of color and difficulty of chess pieces during man-machine combat;

4) Tips for game winning or losing.

# 4. Demand attributes

## 4.1 Stakeholder requested attributes

1. Statement

|  |  |
| --- | --- |
| Proposed | None |
| Approved | Two-player game, man-machine game, prompt, mode selection, can withstand high concurrency, can attract user interest, short development cycle, easy to maintain |
| Incorporated | Two-player game, man-machine game, mode selection, fast response time, friendly user interface design |

1. Benefits

|  |  |  |
| --- | --- | --- |
| essential | The key stakeholder needs, it is not that these needs cannot meet the needs of the customer, the key stakeholder needs need to be realized at the time of release. | Two-player game, man-machine game, mode selection, fast response time |
| Non-essential | Stakeholder needs in this area can be fulfilled in other ways. | Can attract user interest, easy to maintain, short development cycle |

## 4.2 Use case detailed requirements

|  |  |  |
| --- | --- | --- |
| Core use cases | Critical use cases, all use cases must be realized | Good interaction, two-player game, human-computer game |
| Non-core critical use cases | This use case can be realized in other ways. If this part of the use case is not realized, user satisfaction may be impressed. | Restart a new game, undo the operation |
| Non-core use cases | It is not a basic function of the software. This part of the use cases may have a slight impact on the user experience or system performance | Win or lose tips |

# 5. Track and capture the attributes of requirements

Demand tracking matrix:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Request number | Request name | Request source | Request type | State |
| P1 | Good UI interface of Gobang | Project charter | software | completed |
| P2 | Chess mode selection | Project charter | software | completed |
| S1 | Two-player battle | Project charter | software | completed |
| S2 | Man-machine battle | Project charter | software | completed |
| R1 | Cancel a chess operation | Project charter | software | completed |
| T1 | Start a new game | Project charter | software | completed |

# 6. Reference

UML and pattern application

IT project management