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# **Software Requirements Specification**

**for**

## **Trivia Maze**

**Version 1.0 approved**

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**Team //noComment**

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## Revision History

Name	Date	Reason For Changes	Version

# 1. Introduction

## 1.1 Purpose

*To make a trivia game where the user answers questions to get through a maze. If the user answers a series of questions by clicking on door locks, if the user answers the question correctly the door unlocks, if the user answers the question incorrectly the door locks forever.*

## 1.2 Document Conventions

*None for this draft.*

## 1.3 Intended Audience and Reading Suggestions

*This document is intended for any audience.*

## 1.4 Project Scope

*The purpose of the project is to gain experience working in a team environment, along with using project management tools and versioning software.*

## 1.5 References

*None for this draft.*

# 2. Overall Description

## 2.1 Product Perspective

*This is a self-contained program.*

## 2.2 Product Features

*The user will make their way through a maze, answering randomized trivia questions along the way. The user can also use administrative tools to add, remove, or view questions contained in the question database.*

## 2.3 User Classes and Characteristics

*This program is intended for all user classes.*

## 2.4 Operating Environment

*This program requires a 64-bit processor and must have the .NET Framework version 4.5.1 installed to run.*

## 2.5 Design and Implementation Constraints

*Not applicable.*

## 2.6 User Documentation

*The program features a help menu that can be accessed through the menu in each window.*

## 2.7 Assumptions and Dependencies

*The program requires a 64-bit processor and the .NET Framework version 4.5.1.*

# 3. System Features

## 3.1 Game Window

### 3.1.1 Description and Priority

*Activated after the user chooses a trivia category from the main menu and hits play. This is where the user plays and saves the game. Priority = high.*

### 3.1.2 Stimulus/Response Sequences

*Stimulus: User clicks on a lock*

*Response: System opens the question window if the lock has not been used*

*Stimulus: User clicks a room*

*Response: System moves the user to that room if it is immediately adjacent left/right/up/down and the lock between the rooms is unlocked*

*Stimulus: User clicks save game*

*Response: System serializes the game state*

### 3.1.3 Functional Requirements

*TBD*

*<Each requirement should be uniquely identified with a sequence number or a meaningful tag of some kind.>*

REQ-1:

REQ-2:

## 3.2 Question Window

### 3.1.1 Description and Priority

*Activated after the user clicks a lock in the game window. Priority = high.*

### 3.1.2 Stimulus/Response Sequences

*Stimulus: User clicks an answer or provides a short answer and clicks submit*

*Response: System evaluates the user's answer and returns their response to the game window*

### 3.1.3 Functional Requirements

*TBD*

*<Each requirement should be uniquely identified with a sequence number or a meaningful tag of some kind.>*

REQ-1:

REQ-2:

## 4. External Interface Requirements

### 4.1 User Interfaces

*The main menu provides a File menu where the user can load a game or exit, a Game menu where the user can start the game or select a category, an Admin menu where the user can access admin tools, or a Help menu where the user can access various help features (the Help menu is provided by all windows). The Game window provides a File menu where the user can save their game using serialization.*

### 4.2 Hardware Interfaces

*No hardware interfaces*

### 4.3 Software Interfaces

*The game relies on a SQLite database called database.db to hold the trivia questions.*

### 4.4 Communications Interfaces

*No communication interfaces*

## **5. Other Nonfunctional Requirements**

### **5.1 Performance Requirements**

*No performance requirements*

### **5.2 Safety Requirements**

*No safety requirements*

### **5.3 Security Requirements**

*The software actively avoids SQLite injection attacks*

### **5.4 Software Quality Attributes**

*The software features an installer and handles user input without crashing.*

## **6. Other Requirements**

*No other requirements*

## **Appendix A: Glossary**

*No glossary requirements*

## **Appendix B: Analysis Models**

*No analysis models*

## **Appendix C: Issues List**

*No issues*