Video Game Rental Software Requirements Specification CEN 3031 - Fall 2019

Modification history:

Version	Date	Who	Comment
v1.0	October 7, 2019	Brandon Broadstone	Version 1.0 includes a basic GUI framework with no functional logic.
v2.0	December 5,2019	Matthew Donald	 Release version system now has full functionality and a runnable jar Fixed shall statements to be more descriptive Removed requirements we did not complete. list of incomplete requirements listed below Requirements not met: No: 9 Statement: The system shall allow renters to leave a personal review of the game on the games store page. No: 11 Statement: The system shall allow renters and administrators to view a games store page. No: 13 Statement: The system shall allow renters to see other renters video-game store page reviews.

Team Name: Peanut Butter and Dawg

Team Members:

- Brandon Broadstone Bbroadstone4265@eagle.fgcu.edu
- Matthew Donald Mcdonald0177@eagle.fgcu.edu
- Samuel Thomas Skthomas0339@eagle.fgcu.edu
- Shane Thomas Srsmith5168@eagle.fgcu.edu
- Robert Kissinger Rlkissinger9134@eagle.fgcu.edu
- Maximilien Latura Mjlatura7420@eagle.fgcu.edu

Contents of this Document

Introduction

• Software to be Produced

Product Overview

- Assumptions
- <u>Use Case Diagram</u>
- Use Case Descriptions

Specific Requirements

SECTION 1: Introduction

Software to be Produced:

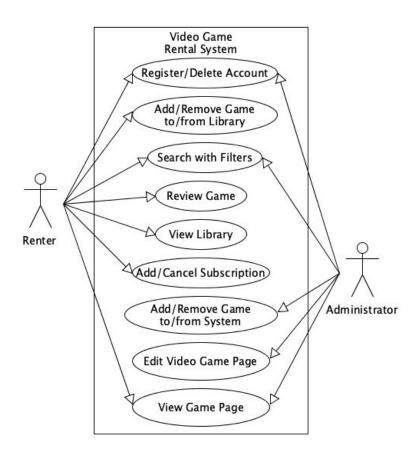
• This system shall allow two different users, Renter and Administrator, to register an account, search for video-games and view a video-games store page. The renter can add a game to their library as long as they have an active subscription and leave a review on the video-games store page. The renters library will be populated with the games added from the store. Administrators can add or remove video games to the game store and edit a video-games store pages.

SECTION 2: Product Overview

Assumptions:

- It is assumed that all other administrator accounts will be created from a base administrator account.
- it is assumed there is 100 mb of free memory to hold the database in the system.
- It is assumed that the computer running this system can implement the Java Virtual Machine.

Use Case Diagram:



Use Case Descriptions:

- Register Account The renter and administrator can create an account to use with the system.
- Add/Remove Game to/from Library This will allow the renter to add a game from the games store page to their library.

- Search with Filters This will allow the renter to search through all the games available to rent using two criteria.
- Review Game The renter will be able to leave a review for a game on its store page.
- View Library The renter will be able to view the games in their library.
- Add/Cancel Subscription This will allow a renter to add or cancel a rental subscription.
- Add/Remove Game To/From System The administrator will be allowed to add or remove a video-game to or from the store.
- Edit Video Game page The administrator will be allowed to edit the information displayed in a video games store page.
- View Game Page The renter and administrator will be able to view the information displayed in a video-games store page.

SECTION 3: Specific Requirements

No: 1
Statement: When searching for games, the system shall allow the user to filter the games by game title.
No: 2
Statement: When the renter views the game library, the system shall populate the library with the renters currently rented games.
No: 3
Statement: The system shall allow renters to add games to their library from the specified games store page.
No: 4
Statement: The system shall allow renters to launch their rented games from the library tab.
No: 5
Statement: The system shall allow renters to select three games to rent from the store if their subscription is active.

No: 13		
10.15		
Statement: The system shall allow the user to enter multiple payment methods.		
Statement. The system shall allow the user to effect multiple payment methods.		
No: 14		
10.14		
Statement: The system shall display the users name, username, when their subscription ends, and their		
password that can be toggled with a button.		
password that can be toggied with a button.		