
nappydevelopment

**Nappy, the ingenious
Software Requirements Specification**

Version 1.0

Nappy, the ingenious	Version: 1.0
Software Requirements Specification	Date: 12/10/15
ID: 1235	

Revision History

Date	Version	Description	Author
12/10/15	1.0	Erste Version des Dokuments	Mehmet Ali Incekara, Marc Mahler, Marvin Zerulla

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Software Requirements Specification

1. Introduction

Das Projekt "Nappy, the ingenious" hat das Ziel eine Desktop-Applikation zu entwickeln. Es ist eine Art Quizspiel, in dem der Actor / der Spieler gegen den Computer (gegen Nappy) spielen muss.

1.1 Purpose

Das SRS soll einen Überblick über die Anforderungen an unser Projekt bieten. Außerdem soll es als Richtlinie für die Entwicklung des Spiels gelten.

1.2 Scope

Dokument zur internen Nutzung -----

1.3 Definitions, Acronyms, and Abbreviations

SRS	Software Requirements Specification
Actor	Spieler, Nutzer
H2	Eine Datenbank

1.4 References

Blog: <https://nappydevelopment.wordpress.com/>

GitHub: <https://github.com/nappydevelopment/Nappy-the-ingenuous>

UCD: to be determined (tbd)

1.5 Overview

Im Folgenden werden das Projekt und die für es vorgesehenen Vorgaben erklärt.

2. Overall Description

Es wird grundsätzlich zwischen zwei Spielmodis unterschieden.

Im ersten Spielmodus denkt der Actor an eine Figur aus der Fernsehserie „The Simpsons“. Nappy versucht anhand von Fragen, welche der Actor mit ja, nein oder „ich weiß nicht“ beantworten kann, die Figur zu erraten.

Im zweiten Spielmodus denkt Nappy an eine Figur und der Spieler muss anhand vorgegebener Fragen die Figur erraten. Derjenige, der weniger Fragen benötigt, gewinnt das Duell.

2.1 Product perspective

Das Quizspiel soll informativ sein und immer neue Inhalte bieten. Eine Funktion im vorhandenen Charakterwiki, welcher Informationen über alle vorhandenen Charaktere bietet, ermöglicht es den Nutzern neue Charaktere hinzuzufügen, so dass die Anzahl der spielbaren Charaktere steigt.

2.2 Product functions

- Spielmodus 1 und 2
- Hinzufügen von neuen Charakteren
- Wiki mit allen vorhandenen Charakteren
- Statistik

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- Spielanleitung

2.3 User characteristics

Der Spieler / Actor sollte sich für die Fernsehserie „The Simpsons“ interessieren und Spaß an Quizspielen haben. Das Spiel kann zunächst nur im deutschsprachigen Raum gespielt werden, da das Spiel aktuell nur in der deutschen Sprache verfügbar ist.

2.4 Constraints

Das Spiel benötigt keine Internetverbindung. Es muss nur eine ZIP-Datei mit allen Inhalten heruntergeladen werden. Das Spiel hat keine hohen Hardwareanforderungen.

2.5 Assumptions and dependencies

2.6 Requirements subsets

3. Specific Requirements

3.1 Functionality

3.1.1 Neues Spiel

to be determined (tbd)

3.1.2 Spiel abbrechen

to be determined (tbd)

3.1.3 Statistik

to be determined (tbd)

3.1.4 Einstellungen

to be determined (tbd)

3.1.5 Beenden

to be determined (tbd)

3.1.6 Spielanleitung

to be determined (tbd)

3.1.7 Wiki

to be determined (tbd)

3.1.8 Info

to be determined (tbd)

3.2 Usability

3.2.1 Training Time

to be determined (tbd)

3.2.2 Hardware Requirements

to be determined (tbd)

3.2.3 Software Requirements

to be determined (tbd)

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3.3 Reliability

3.3.1 Availability

specify the percentage of time available (xx.xx%), hours of use, maintenance access, degraded mode operations, and so on.

3.3.2 Mean Time Between Failures

this is usually specified in hours, but it could also be specified in terms of days, months or years.

3.3.3 Mean Time To Repair

how long is the system allowed to be out of operation after it has failed?

3.3.4 Accuracy

specifies precision (resolution) and accuracy (by some known standard) that is required in the system's output.

3.3.5 Maximum Bugs or Defect Rate

usually expressed in terms of bugs per thousand lines of code (bugs/KLOC) or bugs per function-point(bugs/function-point).

3.3.6 Bugs or Defect Rate

categorized in terms of minor, significant, and critical bugs: the requirement(s) must define what is meant by a "critical" bug; for example, complete loss of data or a complete inability to use certain parts of the system's functionality

3.4 Performance

3.4.1 Response Time

- Response time for a transaction (average, maximum)

3.4.2 Throughput

- Throughput, for example, transactions per second

3.4.3 Capacity

- Capacity, for example, the number of customers or transactions the system can accommodate

3.4.4 Degradation modes

- Degradation modes (what is the acceptable mode of operation when the system has been degraded in some manner)

3.4.5 Resource utilization

- Resource utilization, such as memory, disk, communications, and so forth.

3.5 Supportability

not applicable (n/a)

3.6 Design Constraints

3.6.1 The Simpsons

3.7 On-line User Documentation and Help System Requirements

[Describes the requirements, if any, for o-line user documentation, help systems, help about notices, and so forth.]

3.8 Purchased Components

[This section describes any purchased components to be used with the system, any applicable licensing or usage restrictions, and any associated compatibility and interoperability or interface standards.]

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3.9 Interfaces

[This section defines the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, and the like, so that the software can be developed and verified against the interface requirements.]

3.9.1 User Interfaces

[Describe the user interfaces that are to be implemented by the software.]

3.9.2 Hardware Interfaces

not applicable (n/a)

3.9.3 Software Interfaces

not applicable (n/a)

3.9.4 Communications Interfaces

not applicable (n/a)

3.10 Licensing Requirements

Es werden offizielle Bilder der Simpsons Charaktere benutzt. Die Darstellung von „Nappy“ darf nicht für öffentliche Zwecke benutzt werden.

3.11 Legal, Copyright, and Other Notices

Der Code des Spiels ist öffentlich verfügbar und kann von jedem verwendet werden, der Interesse daran hat.

3.12 Applicable Standards

[This section describes by reference any applicable standard and the specific sections of any such standards which apply to the system being described. For example, this could include legal, quality and regulatory standards, industry standards for usability, interoperability, internationalization, operating system compliance, and so forth.]

4. Supporting Information

[The supporting information makes the **SRS** easier to use. It includes:

- Table of contents
- Index
- Appendices

These may include use-case storyboards or user-interface prototypes. When appendices are included, the **SRS** should explicitly state whether or not the appendices are to be considered part of the requirements.]