**CS440 Development Project Summary - Ikon Wars**

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**Requirements:**

The security is play significant role. Because, in this product need user information such as name, email id, etc. User should have trust when he give information, at that time developer and product of owner get permission first before get information from user. In addition, make promise about information not share with other people or any other organization. If in future require to share information, first get permission from user about share information and make decision based on permission. This product also be connected to internet and download data regarding product, at that time product warn about viruses and highly recommend to use antivirus software, and also highly recommended to keep up to date product with security update.

Ease of usability of product is very important for first time user. For first time user does not require any training but tutorial is highly recommended, that make game familier. Example, select avatar or map. Also, Game come with manual or e-manuel give direction, so user feel comfortable with product. In game, theme play very important role while open game. The theme will change when avatar is select by user. Sametime, music also change when user select avatar. Same thing to change when select map. This theme will update with new avatar or when product update available.

Ikon War will be universally available to the public. It is a compact product, able to be ran on low end computers. Installation will be very user-friendly, handled through a .zip file. Can be used on any and all operating systems. Bugs and glitches are to be removed before making it available for purchase, but if any arise, they will be patched as soon as possible.

This family friendly game is as such, containing no offensive material towards religion or ethnicity. Data that is entered and kept in our system will be protected in compliance with the Data Protection Act, and shall not be shared, copied, or distributed. Any references in the current and future versions of the game that may cause copyright issues will be author accredited in order to avoid problems.

Game has performance requirements. In performance requirements, it covers

1. Speed and Latency: Game should open quickly and load various databases as needed
2. Precision: Game engine designed must be precisely seen for the user playing the game.
3. Capacity Requirement : Game should allow multiple users to join the servers and have great capacity.

Game has dependable requirements like

1. Reliabitilty requirements: Game must be reliable and not crush.
2. Availability requirements: Game must be avaialable to the user during peak hours.
3. Robustness requirements: Game must handle bugs and problems and provide secondary options.
4. Safety requirements: Game must provide safety requirements to the user ensuring it is safe to play under the restriction of various ages.

Game should also satisfy various maintenance and support requirements for the developer.

