Software Requirements Specification

for

Super Epic Trivia Maze 9001

Version 1.0 approved

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Revision History

Name	Date	Reason For Changes	Version
Kyle Johnson	11/7/14	Initial Draft	1.0

1. Introduction

1.1 Purpose

This is a Software Requirements Specification document for Super Epic Trivia Maze 9001. This document is intended for use by the team members of Twenty Hats for the purposes of the development process.

1.2 Document Conventions

Sections of the document highlighted in green require revision.

1.3 Intended Audience and Reading Suggestions

<Describe the different types of reader that the document is intended for, such as developers, project managers, marketing staff, users, testers, and documentation writers. Describe what the rest of this SRS contains and how it is organized. Suggest a sequence for reading the document, beginning with the overview sections and proceeding through the sections that are most pertinent to each reader type.>

This document will be composed by developers for the reading by the developers.

Let's come back to this guy.

1.4 Project Scope

Super Epic Trivia Maze 9001 is a game to be enjoyed by children and adults alike, given that they enjoy video games and having their knowledge of such tested. This project is intended for the enjoyment of the player and for the education of the developers involved.

1.5 References

1. http://penguin.ewu.edu/cscd350/
2. www.pivotaltracker.com
3. www.github.com/comebacktomebaby

2. Overall Description

2.1 Product Perspective

Super Epic Trivia Maze 9001 is a new product developed for a software development class at Eastern Washington University.

2.2 Product Features

Super Epic Trivia Maze 9001 utilizes a procedural maze generation algorithm to increase replayability value. Mazes are composed of rooms containing one to four doors. As the player navigates the maze, the gender-neutral individual will be asked video game trivia questions. Correct answers will allow the player to pass through the door and incorrect answers will lock the door permanently. The player's objective is to traverse the maze and find the exit. If the maze becomes impossible to complete, the player will lose the game.

2.3 User Classes and Characteristics

Player --[for funsies]-> Game <--[maintenance and post-release development]--Developer

Players	People playing the game
Developers	People developing the game

2.4 Operating Environment

Super Epic Trivia Maze 9001 is developed for Windows and requires the .NET framework version 4.0.

2.5 Design and Implementation Constraints

The given time frame for the development process will limit the content included in the final product (eg. trivia questions, etc.).

2.6 User Documentation

There will be a help section available to the player that includes all necessary how-to-play documentation and general information about the project.

2.7 Assumptions and Dependencies

It is assumed that the player will be able to use a keyboard and mouse and have some knowledge of video game trivia. There are no prior software dependencies.

3. System Features

3.1 Create, Save, and Load Maze

3.1.1 Description and Priority

Maze creation is essential for gameplay and is a primary priority. The saving and loading of maze games will be implemented later in the development process for the convenience of the player.

3.1.2 Stimulus/Response Sequences

The option to create, save, and load mazes will be accessible through the file menu of the application.

3.1.3 Functional Requirements

REQ-1: Maze Generation Algorithm
REQ-2: Serialization of Maze Data
REQ-3: TBD

3.2 Maze Navigation

3.2.1 Description and Priority

...

3.2.2 Stimulus/Response Sequences

...

3.2.3 Functional Requirements

REQ-1: TBD

3.3 Trivia Question Interaction

3.3.1 Description and Priority

...

3.3.2 Stimulus/Response Sequences

...

3.3.3 Functional Requirements

REQ-1: TBD

3.4 Trivia Question Generation and Management

3.4.1 Description and Priority

...

3.4.2 Stimulus/Response Sequences

...

3.4.3 Functional Requirements

REQ-1: TBD

4. External Interface Requirements

4.1 User Interfaces

UI-1: Menu

UI-2: Trivia Question Box
UI-3: Room Display
UI-4: Mini Map

Baby come back

4.2 Hardware Interfaces

HI-1: Keyboard
HI-2: Mouse
HI-3: Monitor, Speakers, Computer, Chair, User, Mountain Dew

4.3 Software Interfaces

SI-1: SQLite Database
SI-2: .NET Framework (version 4.0)

4.4 Communications Interfaces

Text boxes might pop up at random to tell the user that there is something.

5. Other Nonfunctional Requirements

5.1 Performance Requirements

PE-1: The system will accommodate a single user.
PE-2: Given a modern computer, game features will load and execute within 2 seconds.

5.2 Safety Requirements

SR-1: Don't cross the streams.

5.3 Security Requirements

SE-1: Prevent SQL injection attacks
SE-2:

5.4 Software Quality Attributes

QL-1: All trivia questions will have correct answers as determined by the developers.
QL-2: Short answer trivia questions will be straightforward
QL-3: The graphical user interface will be intuitive for user interaction

6. Other Requirements

ET-1: TBD

Appendix A: Glossary

SETM9001 = Super Epic Trivia Maze 9001

Appendix B: Analysis Models

UML

Appendix C: Issues List

No issues as of yet.