**Assassin Player Version - Software Requirements Document**

**Introduction / Purpose:**

The Assassin Player (AP) application should be a free app and website that is easy to use for players within an Assassin game.

**Terminology: See Admin Requirements**

**Scope:**

* Phase 1 – Basic game functions - Register For Game, Login to Game, Logout, Upload Picture, View My Picture, Confirm Kill, Re-Buy, Take Break, Return From Break
* Optional Features – TBD

**User Profiles:**

* Player

**Use Cases:**

* Platform Level - Outside Game:
  + Download App
  + Install App
  + Register on Platform
  + Find Game
  + Register For Game\*
  + Login to Platform
  + Login to Game\*
  + Edit Data – Not sure we need this.
  + Upload Picture\*
  + View My Picture\*
* Within Game:
  + Logout\*
  + Confirm Assassination\*
  + Re-buy\*
  + Take break\*
  + Return from break\*
  + Quit game\*
  + Message Admin
  + Ping Player
  + Respond to Ping
  + Stun Timer (Self)
  + Immune Timer (Self)

**Functional Requirements: Will be driven by Use Cases**

* Notifications
* Password protection – Current version uses a complex id, no passwords.

**Data Requirements: See Admin Requirements for full list.**

* Player – Within Game
  + ID – has been a random 8 digit id
  + First Name – As long as you have a pic, duplicate first names are fine
  + Status – Waiting, Active, Inactive, On Break, Stunned
  + Bounties Owed - +1 after kill, -1 after re-buy
  + Total Bounties – simple counter
  + Target – ID of target player
  + Picture – clear pic required – Store in game or platform level?
  + Leaving Day/Time – Configurable time if player knows they are leaving early
  + Ping/Message data? – Keep pings and messages out of the public domain to minimize data updates
* Chain – See Admin
* Queue – See Admin
* Event – See Admin

**State Requirements:**

* Matrix – Player Status vs. Allowable Actions - Spreadsheet
* Incorrect or Error States

**Technical Requirements:**

* TBD