Software Requirements Specification #2 Assignment

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Assignment:

Revise and improve the previous SRS document you produced. This should be as close to a finished specification as possible for our Novasoft Game Laboratories (NGL) Java Game Playing product, based on the IEEE SRS (Software Requirements Specification) template.

Due: Thursday April 22, 2003 (submit hard-copy in class)

Requirements:

- A complete software specification
- At least 1 UML diagram (see text or online for ideas)
- At least 1 screen shot showing the user interface (GUI) design (you can use designs from the previous prototyping assignment)
- Bonus for: additional UML diagrams, screen shots, creativity, etc.

Approach:

Using your previous SRS#1 document and prototyping assignment as starting points, and completely fill-in the specification.

Make use of the example specifications on our class "Resources" web page for ideas on how much and what sort of information to include, and do some Googling to find other examples and ideas.

This version is to be considered a "final draft," which means that it must be very complete. If you have any questions about what "complete" means, please contact Prof. Way. Members of the Specification Team should contact Prof. Way if they have questions about what to hand in.

NOTE: This document is to be prepared entirely by yourself, containing your original thoughts and ideas. While general discussions about approaches, information resources, etc., with fellow students is encouraged, ultimately this document must represent your own (and only your own) work.