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POKE’Star requirements

# Acronyms

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| IGN | In Game Name |
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# Images

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| SW-100 | The system shall process an image posted in the #welcome channel without a command. |
| SW-101 | The system shall process an image posted in the #announce\_raids channel without a command. |
| SW-102 | The system shall process an image posted in the #announce\_ex\_raids channel without a command. |
| SW-103 | The system shall read the user’s IGN from an image posted in the #welcome channel. |
| SW-104 | The system shall read the user’s level from an image posted in the #welcome channel. |
| SW-105 | The system shall read the user’s team from an image posted in the #welcome channel. |
| SW-106 | The system shall read the raid’s location from an image posted in the #announce\_raids channel. |
| SW-107 | The system shall read the raid’s Pokemon from an image posted in the #announce\_raids channel. |
| SW-108 | The system shall read the time remaining for the raid from an image posted in the #announce\_raids channel. |
| SW-109 | The system shall read the difficulty (stars) of the raid from an image posted in the #announce\_raids channel. |
| SW-110 | The system shall read the ex-raid’s location from an image posted in the #announce\_ex\_raids channel. |
| SW-111 | The system shall read the ex-raid’s date from an image posted in the #announce\_ex\_raids channel. |
| SW-112 | The system shall read the ex-raid’s start time from an image posted in the #announce\_ex\_raids channel. |
| SW-113 | The system shall read the ex-raid’s end time from an image posted in the #announce\_ex\_raids channel. |

# Commands

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| SW-200 | The system shall define commands with the $ prefix. |
| SW-201 | The system shall separate parameters of commands with a space. |
| SW-202 | The system shall separate suffixes for parameters of commands with a dash (-). |
| SW-215 | The system shall have a blank command that returns a successful message. |
| SW-216 | The blank command shall take 0 arguments. |

## Setup

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| SW-203 | The system shall have a setup command to setup the system’s subsystems. |
| SW-204 | The setup command shall have 1 argument to indicate which subsystems to setup. |
| SW-205 | The system shall setup all subsystems if the setup command is sent with the first argument set to “all” or no argument is given. |
| SW-206 | The system shall setup the raid subsystem if the setup command is sent with the first argument set to “raid”. |
| SW-207 | The system shall setup the ex-raid subsystem if the setup command is sent with the first argument set to “ex raid”. |
| SW-208 | The system shall setup the trade subsystem if the setup command is sent with the first argument set to “trade”. |
| SW-209 | The system shall setup the pokedex subsystem if the setup command is sent with the first argument set to “dex”. |
| SW-210 | The system shall setup the welcome and role subsystems when the setup command is sent. |
| SW-211 | The system shall not setup a subsystem if it has already been setup. |
| SW-212 | The system shall display the possible parameters for the setup command if the setup command is sent when the first argument is set to “help”. |
| SW-213 | The system shall respond to a setup command with a message with all changes made to the server upon successful setup. |
| SW-214 | The system shall respond to a setup command with an error message with all completed changes made to the server, and an error where setup failed upon a failed setup. |

## Admin

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| SW-217 | The system shall have a set command to set an internal variable. |
| SW-218 | The system shall display the possible variable to set if the set command is sent when the first argument is set to “help”. |
| SW-219 | The system shall set the prefix variable when the first argument of the set command is set to “prefix”. |
| SW-220 | The set prefix command shall take the new prefix as one additional argument. |
| SW-221 | The system shall set the time zone variable when the first argument of the set command is set to “timezone”. |
| SW-222 | The set timezone command shall take the new timezone as one additional argument. |
| SW-223 | The system shall display all possible time zones to use if the set timezone command is sent when the second argument is set to “help”. |
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## Role

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## Raid

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| SW-215 | The system shall have a raid command |
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## EX-Raid

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## Trade

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# Channels

## #PokeStar

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| SW-300 | The system shall create the channel #PokeStar upon being invited to a server. |
| SW-301 | The system shall process admin and setup commands in the #PokeStar channel. |
| SW-302 | The system shall post a message in the #PokeStar channel upon creation of the #PokeStar channel. |

## #Welcome

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| SW-303 | The system shall have #welcome channel to add users. |
| SW-304 | The system shall add a user based on an image posted of the user’s trainer page. |
| SW-305 | The system shall show only the #welcome channel to any user without the trainer role. |
| SW-306 | The system shall hide the #welcome channel from any user with the trainer role and not the admin role. |
| SW-307 | The system shall return an error message if it was not able to identify the user’s information from the posted image. |
| SW-308 | The system shall send a message from the system to the user if registration was successful. |
| SW-309 | The system shall have a pinned message in the #welcome channel indicating how to register. |
| SW-310 | The system shall not process any commands in the #welcome channel |

## #Announce\_Raids

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| SW-311 | The system shall have an #announce\_raids channel to list raids. |
| SW-312 | The system shall hide the #announce\_raids channel. |
| SW-313 | The system shall create a raid based on an image posted of the ongoing raid. |
| SW-314 | The system shall return an error message if it was not able to identify the raid’s information from the posted image. |
| SW-315 | The system shall return a raid response message upon successful |
| SW-316 | The system shall calculate the approximate de-spawn time of the raid from the time remaining. |
| SW-317 | The system shall set the raid start time to when the raid is created. |
| SW-317 | The system shall maintain a count of the total number of people attending a raid. |
| SW-318 | The system shall update the list of who is going to a raid when a reaction on the raid response message is made. |
| SW-319 | The system shall update the total number of people going to a raid when a reaction on the raid response message is made. |
| SW-320 | The system shall keep a list of who reacted to a raid response message and which reaction was made. |
| SW-321 | The system shall record the user who created the raid. |
| SW-322 | The system shall add a confirm reaction to a raid response message upon the delete a raid reaction was made. |
| SW-323 | The system shall delete a raid if the user reacts to a raid response message with the confirm reaction within 5 seconds of the initial delete reaction. |
| SW-324 | The system shall remove the confirm reaction if it is not sent within 5 seconds of the reaction being added to the raid response message. |
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## #Announce\_EX\_Raids

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# Responses

## System

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## Admin

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## EX-Raid

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## Pokedex

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