**Software Requirements Specification**

**for**

**ZetaFish**

Version 1.4

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**Team Zeta Dragons**

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Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
| Melanie Mosley | 9/20/2010 | Initial Version | 1.0 |
| Patrick Michalina | 9/22/2010 | New Format and Section 1 rework. | 1.1 |
| Chad Albrecht | 9/23/2010 | Combine 1.0 and 1.1. Add additional requirements | 1.2 |
| Chad Albrecht | 9/29/2010 | Filled in Section 2. | 1.3 |
| Chad Albrecht | 11/23/2010 | Fixed a typo in req. 3.1.11 | 1.4 |

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# Introduction

## Purpose

This Software Requirements Specification (SRS) provides a complete description of all the functions and specifications of the game “ZetaFish”. The audience of this document are the developers and the UIS faculty who will use this game, namely, Dr. Robert West.

## Scope of the Product

### Project Description

A multi player card game that supports 2 - 6 players in a network construct. Project will be based on the classic Go Fish card game with a stock of cards that each player draws from and each player initially being dealt five cards.

### Project Platform and Language

Project is designed towards working on a Windows platform but should be platform independent. Project will be programmed and coded using the JAVA JDK 6.1.

### Project Interactions

Project will have no necessary interaction with other software and will be accessed over a network connection. Project will utilize the Java Socket technology, but will function as a standalone application.

### Assumptions/Limitations

Version 1.0 software will provide a basic game construct that allows for up to six players. The structure will allow for later upgrades that might add a computer player that acts based on an artificial intelligence algorithm.

## Definitions

|  |  |
| --- | --- |
| Deck | A standard card deck of 52 playing cards. |
| Go Fish | The card game of Go Fish as described in section 4.1. |
| Ocean | The remaining portion of the deck as described in section 4.1. |
| The Game | Refers to the Game of ZetaFish |
| ZetaFish | ZetaDragon’s brand name for this implementation of the game Go Fish |
| Book | Four of the same cards of a given rank as described in section 4.1. |

## References

*See the Cited References section at the end of this document.*

# General Description

## Product Perspective

ZetaFish is an implementation of the classic card game of Go Fish. The software will allow 2-6 players to enjoy a fun game without the hassle of cleaning up the cards. The software is being built as part of group project in the CSC 478 Software Engineering Capstone course at UIS.

## Product Functions

The game of ZetaFish will provide all the functions you would find in a real game of Go Fish. With the computer as the dealer, players will be able to request cards from opponents, receive cards from opponents if they have the requested card and “go fish” from the ocean of cards if they do not. Mechanisms for starting and stopping a game as well as re-dealing will be provided.

## User Characteristics

Users should have basic computer understanding. Be able to launch applications, operate a mouse and read at 5th grade level. An understanding of other online, multiplayer, card games will also be useful in establishing a group of people to play with.

## General Constraints

For additional information see sections 1.2.4 and 2.5.

## Assumptions and Dependencies

ZetaFish will run on most computers that support the Java 1.6 runtime. In addition, a network connection to the Internet will also be required. For additional information see section 1.2.4.

# Specific Requirements

## General & Game Play

### The game will be graphical in nature.

### The game should allow 2-6 players

### Game will provide a means to establish and terminate a connection to other players.

### Once the game has started, no new players will be allowed to join.

### The game provide for a restart.

### The game will provide for a re-deal.

### The game will keep score.

### Each book will be worth 1 point

### If a player abnormally exits, the game should continue and the player’s cards will be returned to the ocean.

### The game shall provide a means of visually showing each player the number of cards held in other players hands.

### The game shall provide a means of allowing a player to request a card from an opponent.

### The game shall provide a means of automatically transferring a card (if held) to a player from an opponent.

### The game shall provide a means of automatically sending a player to the ocean in the case where a card is not held by an opponent. (Go Fish)

### The game shall provide a means of detecting the end of a player’s turn and pass it to the next player.

## Playing Cards

### A standard deck of 52 playing cards will be used.

### Cards should be easily viewable on a 1024 x 768 resolution color display.

# Appendices

## Rules of Go Fish

Using a standard 52 card deck, seven cards are dealt to each player, or nine if there are four or fewer. The remaining card pack is shared between the players, usually sprawled out in a non-orderly pile referenced as the "ocean" or "pool".

The player whose turn it is to play asks another player for their cards of a particular rank. For example, "Steve, do you have any threes?" Players can not ask for a card they are not holding, and cannot ask for an entire suit. [[1]](#endnote-1) The recipient of the request must then hand over all cards of that rank, if they have any. The next turn then goes to the player to the left of the current player.[[2]](#endnote-2)

If the player who was asked has no cards of that rank, they say "go fish", and the asking player draws a card from the ocean. The turn then passes to the player who was asked.

When one player has four of the same cards of a given rank, they form a book, and the cards are placed face up on the table.

The game is not over when a player runs out of cards. That player simply draws a card from the ocean, and the turn passes to the next player in the rotation. The game ends when all cards have been used, and all books have been obtained. Whoever has the most books wins.[[3]](#endnote-3)[[4]](#endnote-4)

# Cited References

1. <http://www.wisegeek.com/what-are-the-rules-of-the-game-go-fish.htm#il> [↑](#endnote-ref-1)
2. <http://www.best-family-games.com/Go_Fish_Rules.html> [↑](#endnote-ref-2)
3. <http://rulesofcardgames.com/how-to-play-the-go-fish-card-game/> [↑](#endnote-ref-3)
4. <http://en.wikipedia.org/wiki/Go_Fish> [↑](#endnote-ref-4)