# Requirements Document

## 1 Introduction

The project "Steam Games Collection' is an application, which helps you to track the games you have on your Steam account, compare the amount of games you have with the collection of any other people, check what percentage from all games you have.

## 2 User Requirements

### 2.1 Software Interfaces

JavaFX will be used as the main programming tool.
To get all the information needed, there will be used a variety of Steam APIs.
Android SDK will be used as a platform.

### 2.2 User Interfaces

As the main window, there will be a panel with the input-field and two buttons.
First button is located at the right side of the field and is used to confirm the search of an account, which has been input to the field.
Second button is located at the center of the screen and used to add a default account. When account is chosen, both buttons will be hidden, and new buttons to navigate through the application will be added.

### 2.3 User Characteristics

Application "Steam Games Collection" is meant to be used by any type of people, it requires no special skills to be used, besides knowing the needed links or names of the steam profiles. The target audience of this application are gamers, so it's assumed, that people, who use it, know, where to find any information about steam profiles that application requires.

## 2.4 Assumptions and Dependencies

List of factors, that can affect the requirements stated in the document:
- Release of the new games
- Change of Steam design
- Change of Steam user profiles design
- Release of the new OS version
- Applying the new user interface to the application

# 3 System Requirements

To run the application, user needs to have an Android 4.0 (or later) device.

## 3.1 Functional Requirements
- Getting information from Steam APIs
- Showing current information of user's games collection
- Showing the list of recently played games from the chosen account
- Possibility to check user's friends friend and games lists
- Possibility to check user's playtime by chosen game

## 3.2 Non-Functional Requirements
### 3.2.1 SOFTWARE QUALITY ATTRIBUTES
- Cross-platforming model. Application should work the same way on different Android devices.
- Anonymity. No user account details are required to use an application.
- Variability. User can track his own collection of games, or get an information about other's users Steam profiles.