# CS SPEC TOPICS

Game Site

Functional Specification

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| Feature Information | |
| Feature Name | Game Site |
| Area | Computer Science |
| Spec Status | Initial Draft |

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| Author | Date | Version | Comments |
| Ben Wu | 24-Apr-1 | 1 | Initial Draft |
| Gabriel Wong | 24-Apr-2 | 1 | Basic feature specs |
| Ben Wu | 24-Apr-18 | 1.1 | Extra edits |

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# Scenario Description

List the detailed scenarios this feature will solve (e.g. “displaying a .jpg from the web”, “displaying a .jpg from a CD”, “managing a blade server via a serial port”, “burning an ISO 9660 bootable image on a CD-RW from a directory”). Describe the environment of the scenario and how the user will expect to use this feature in each scenario (reference the UI & scripting section below as needed). For infrastructure features (e.g. new API sets) describe the end scenarios that people can build on your API sets (and make sure those callers are named in the Requirements Specification).

The test team will use this portion of the specification to design test cases & scenario testing. Development will use this specification to verify the design. Marketing will use this to describe specifically what you can do with this feature.

## Task

Made a game for our school project.

## In-Frame Navigation

# Feature Description

**2.1 Behavioral Specification**

Describe the behavior of your feature. How does this feature work? What data is provided as input, how is it manipulated or stored? What does this feature operate upon & what does the feature do to it? Are there any policies built into the feature (e.g. size limitations, alerts, implicit changes of behavior due to different inputs, etc), and if so, what are they?

The website includes a library of lighthearted single player games available on computer. Users can play games, make suggestions, and stay up to date on project progression. Within each game users have the option to sign in to be able to participate in the respective game's leaderboard. Alternatively, users can play as a guest which doesn't allow participation in leaderboards. Current games include Wordle, Dino Game, and Spelling Bee. Users who have signed in will earn points in-game and be able to store them in the leaderboards. Guest users can earn point, but they won't be saved in the game's leaderboard.

**2.2 UI Description**

The main user interfaces for our game site, is the player sign-in screen, the main menu, the leaderboards, and then the games themselves. In addition to this, is a pause menu that will only be shown when the home/menu button usually on the top right of the screen is pressed by the user. Specifics of each interface is described below:

**2.2.2 Player Sign-In Screen**

The player sign-in screen is shown when the user first enters the site. It prompts the user with 3 different options, one option to create an account, one option to sign-in to an existing account, and finally the last option to continue with a guest/anonymous account. Accounts are used to keep track of the user’s data and the score of each game so that it can be submitted to the leaderboard system.

A screenshot of a login screen

Description automatically generated

***Note:*** UI is still in early stages of development and finishing touches will be added later

**2.2.3 Main Menu Screen**

The main menu screen will be where the user will be navigated after they are successfully signed in. This is where all the games are shown, and users can decide which game they want to play or which game leaderboard they want to view.

A screenshot of a video game

Description automatically generated

***Note:*** This UI is in VERY early stages of development as only 2 games are complete. The image above is only provided as an example.

**2.2.4 Leaderboards**

An individual leaderboard screen will be given to each game and using the built-in Unity leaderboards system, it saves the highest score of each player in each game. Each leaderboard will have different colors, fonts and be themed around the game. Users can easily compete and view scores at any time. Basic leaderboard layout is provided below:

A screenshot of a video game

Description automatically generated

***Note:*** The UI is in early development and will update in the future.

**2.2.5 Pause Menu**

The pause menu is only shown when the home/menu button is pressed by the user. This button will usually be located on the top right of the screen and will be available on every scene of the game. An image of the button can be seen below:

A white house on a black background

Description automatically generatedA black and grey rectangular object with three stripes

Description automatically generated with medium confidence

When the pause menu is pressed, the user is prompted with 3 different options. These options include signing out, editing account settings, viewing leaderboard, heading to main menu, or closing the pause menu. An example is shown below:

A screenshot of a phone

Description automatically generated

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# Document Sensitivity

This specification is for educational purposes only. Only used for the CS Special Topics team and Mr. Magendanz.