System Requirements

Specification

Trivial Maze

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3. **Introduction**
   1. **Purpose**

The purpose of this document is to provide a detailed description and requirements for the trivial maze software. It will also explain the interactions between user and software.

* 1. **Scope**

The “Trivial Maze” is a software that will allow users to travel through a 2-diminsional maze that contains an entrance (where users starts the game), an exit (where user will win the game when exit point is reached) and rooms containing doors between the entrance and exit where you will have to make your way through by answering questions correctly.

By answering questions correctly the door you have chosen to go through will open. If answered incorrectly the door will lock and user will not be able to open the door again. If all doors that surround the rooms are locked the game will be over. User may back track their way back to previous rooms through the door that was unlocked. Doors will forever stay locked or unlocked depending if the answer is correct or incorrect.

* 1. **Document Conventions**

|  |  |
| --- | --- |
| DB | Database |
|  |  |

1. **Overall Description**

**2.1 Product Perspective**

This software will engage the user with choices to transverse through a maze upon answering questions to unlock doors to the next room.

**2.2 Product Functions**

With this software you will choose a level of difficulty, easy, medium and hard. Once difficulty level is chosen, users will enter their name and the game will begin. You will then be placed in a room; location coordinates will be visible for users, as the starting point. Once door is selected, users will be prompted with a randomized question. If answered correctly then the door will open, if answer incorrectly the door will lock and you may never open it again for the remaining duration of the game. You win when you reached the exit and lose when all doors leading to the exit are locked.

**2.3 User Characteristics**

There are two types of users that can interact with this software: user of the game and administrators.

The user playing the game will only be able to play the game as directed. This means the user has to be able to choose a difficulty level, enter a user name, transverse through the maze, choose doors, answer the question that is randomly given by the questionnaire DB, retrace user path if user decide to go back through the unlocked doors and allow user to win or lose depending on the state of where they are at.

The administrators will interact with the software directly if software malfunctioning occurs, updates, and do what is necessary for the game to run smooth.

**2.4 Assumptions and Dependencies**