PROJECT NAME:Game Of Memory

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| FUNCTIONAL REQUIREMENTS | | | | |
| REQ. # |  | | PRIORITY | |
| 1 | The system shall allow a user to be a player. | | High | |
| 2 | The system shall alow a player to exit a game. | | High | |
| 3 | The system will allow the player to see only 2 cards at the same time. | | Low | |
| 4 | The system will allow the player to play as many times as the player wants. | | Medium | |
| 5 | Player have a infinite number of action avaliable to them per each turn. | | High | |
| 6 | Each card can be clicked two or more times. | | High | |
| 7 | The system has to include and save player name and score. | | Medium | |
| NON-FUNCTIONAL REQUIREMENTS | | | | |
| REQ. # | |  | | PRIORITY |
| 1 | | Describe the user experience . | | Low |
| 2 | | The success rate of the game will be displayed at the end of the game. | | Medium |
| 3 | | The game must use less than one gig of hard disk space. | | High |
| 4 | | The maximum number of clicks for any function in the system. | | Low |
| 5 | | The average response time between click and reaction must be less. than 2 second. | | High |