

SE 318 – SOFTWARE VERIFICATION AND VALIDATION – REQUIREMENTS DOCUMENT

PROJECT NAME: Mind Game

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FUNCTIONAL REQUIREMENTS		
REQ. #		PRIORITY
1	At the start up right after launch the main menu has to welcome the user.	1
2	There has to be a button which will direct the user to the level menu. "Play Button"	2
3	User must be able to observe locked and unlocked levels in order to proceed.	3
4	There has to be a simple PlayerPrefs to be able to save process.	4
5	Selected level must be loaded whenever the related button pressed.	5
6	A timer must perform during the game play in that way a score could be given in parallel with the player's performance.	6
7	There should be a music button to switch in between on and off states.	7

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NON-FUNCTIONAL REQUIREMENTS		
REQ. #		PRIORITY
1	Main menu must appear in a second.	1
2	Play button should lead the player to the levels menu instantly.	2
3	Locked and unlocked levels must be loaded in quarter of a second.	3
4	PlayerPrefs has to be initialized at the first start-up with zero mistake ratio.	4
5	Music play state must be false at the first start.	5