Software Requirements Specification: Chrome Dino Runner

SFWRENG 3XA3 Project

Team Number: L03 Group 1
Team Name: "Team Rex"

Chelsea Maramot
maramotc

Anjola Adewale
adewaa1

Sheridan Fong
fongs7

February 11 2022

1 Project Drivers

1.1 The Stakeholders

1.1.1 The Client

1.1.2 The Customers

1.1.3 Other Stakeholders

2 Project Constraints

2.1 Mandated Constraints

2.1.1 Solution Design Constraints

2.1.2 Implementation Environment of the Current System

2.1.3 Partner of a Collaborative Application

2.1.4 Off-the-Shelf Software

2.1.5 Anticipated Workable Environment

2.1.6 Schedule Constraints

2.1.7 Budget Constraints

2.1.8 Enterprise Constraints

2.2 Naming Conventions and Terminology

2.3 Relevant Facts and Assumptions

2.3.1 Facts

2.3.2 Assumptions

3 Functional Requirements

3.1 The Scope of the Work and the Product

3.1.1 The Context of the Work

3.1.2 Work Partitioning

3.1.3 Individual Product Use Cases

3.2 Functional Requirements

4 Non-Functional Requirements

4.1 Look and Feel Requirements

4.1.1 Appearance Requirements

LFX. The user interface consist of essential components relevant to the game.

4.1.2 Style Requirements

LFX. The product shall maintain the 90's arcade appearance.

4.2 Usability and Humanity Requirements

4.2.1 Ease-Of-Use Requirements

4.2.2 Personalization and Internationalization Requirements

4.2.3 Learning Requirements

4.2.4 Understandability and Politeness Requirements

4.2.5 Accessibility Requirements

4.3 Performance Requirements

4.3.1 Speed and Latency Requirements

4.3.2 Safety-Critical Requirements

4.3.3 Precision or Accuracy Requirements

4.3.4 Reliability and Availability Requirements

4.3.5 Robustness or Fault-Tolerance Requirements

4.3.6 Capacity Requirements

4.3.7 Scalability or Extensibility Requirements

4.3.8 Longevity Requirements

5 Project Issues

5.1 Open Issues

5.2 Off-the-Shelf Solutions

5.3 New Problems

5.4 Tasks

5.5 Migration to the New Product

5.6 Risks

5.7 Costs

5.8 User Documentation and Training

5.8.1 Documentation

5.8.2 Training

5.9 Waiting Room

5.10 Ideas for Solutions