Tell A Story

User Requirements Specifications

# Revision history

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| --- | --- | --- | --- |
| Revision | Date | Who | Description |
| 1 | 22-06-2012 | Yossi.M. | Initial revision |
| 2 | 25-06-2012 | Yossi.M. | Post review changed:   * Changed User and friends to be entirely based on Facebook connect. * Changed\fix some other minor issues. |

# Purpose

The following document describes the user requirements specifications for the “Tell A Story” Application.

# Terms, acronyms and abbreviations

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| URS | User Requirement Specification(S) |
| User | A person that use the system |
| Friend | A person that is a user to the system and that has a friendship relationship with another user in the system. |
| Facebook | A web based social network. |
| Android | An operating system for mobile devices .Made by Google |
| IOS | An operating system for mobile devices .Made by Apple |
| Windows Phone | An operating system for mobile devices .Made by Microsoft |
| Windows 7 | An operating system for desktop and notebooks. Made by Microsoft. |

# User requirements Statements

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| **Requirement ID** | **Requirement description** |
| URS-Game-Description | The game can be defined as an activity in which a story is being made. The activity can be created when some user chose to do so . When a user create an activity , he first chose a list users from his friends collection .Then, the game owner may begin the game.  When the game begin, the creator set a title, number of turns, and a starting phrase. The phrase is composed of two parts, The first part is a free text (possibly at limited length) , the second part is composed from two words that form an incomplete sentence . The turn then end and move to the next friend. The next friend sees only the second part of the phrase composed by his proceeding friend. He then writing his own phrase which is a continuation of the incomplete sentence, he also fills a two words incomplete sentence. After that the turn end and move to the next friend, and so on... The game continues in this manner until the last turn has made. Or until all participants left the game.  When the game ends, all phrases are concatenated into one story. The story is then sent to all game participants.  At that point each participant is able to send the story to his own Facebook wall. |
| URS-1 | The user shall interact with the application using a Graphical user interface. |
| URS-2 | User shall have access to the application from one or more of the following platforms:   * Android * IOS * Windows Phone * Windows 7 |
| **Users management** | |
| URS-3.1 | A user shall log in to the system using his Facebook user name and password. |
| **Friends management** | |
| URS-4.1 | Each user shall have a collection of Friends. |
| URS-4.2 | Each user shall have an ability to see his Friends collection at any time. |
| URS-4.3 | A user shall be able to import a subset of Friends from his Facebook account friends. |
| URS-4.4 | Each User shall be able to delete a friend from his friends collection. |
| **Game management** | |
| URS-5.1 | Each User shall be able to observe the state of an active games in which he currently participates |
| URS-5.2 | All players should be notified if a friend abandoned a game |
| URS-5.3 | The application shall allow users to observe old stories in which they have participated. |
| URS-5.4 | Users shall be able to post a story to Facebook. |