

# Knight's Party Table Launcher Requirements Document

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## **Introduction**

The Knight's Party Table is a system that allows users to play numerous classic board games against one another. The concept was originally implemented a number of years ago, however, it lacked consistent rules and no longer functions as designed. The following document describes a series of requirements necessary for the main launcher of the Knight's Party Table to function.

## **Key Concepts**

The Knight's Party Table Launcher is the central hub of the system. It allows users to select what game they would like to play, and houses the list of games available to the user. Some key concepts are necessary for the Launcher:

- The Launcher must be simple and intuitive
  - A user with basic knowledge of computer systems or classic arcade machines should be able to use it without explanation.
- The Launcher must be scalable
  - The Launcher should allow for more games to be easily added, for ease of implementation.
- The Launcher must handle input from two users
  - The Knight's Party Table is designed with two users in mind, and as such must handle both inputs.

The Launcher will be the top level of software that users interact with. As such, the above concepts are crucial in its development.

## **Use Cases**

### **Starting a Game**

#### **Goal**

The user will successfully start a game.

#### **Other Resources Needed**

No other resources are needed to start a game of Chess.

#### **User Action**

After starting the Knight's Party Table, the user will select a game from the list presented to them. The second user will then select the option to confirm the game.

#### **Product Action**

After the initial boot, or a user quits to the Launcher, the product will display the list of games available to the user. After receiving the user's input, the Launcher will call the method that represents the selected game, starting the game.

### **Finishing a Game**

#### **Goal**

The player will either win or lose a game.

#### **Other Resources Needed**

No other resources are needed for a player to finish a game.

#### **User Action**

The user will complete the required win conditions to whichever game they are playing, or have both confirmed they would like to quit the game.

#### **Product Action**

When win conditions are met by one of the users, the product will congratulate the winner and express sympathy to the loser. It will then ask both users whether they would like to play the same game, or quit to select a new game. If the former is selected, the product will call the method representing the same game once more. If the latter is selected, the product will take the users back to the list of games.

### **Functional Requirements**

For further clarification, the following are requirements necessary for the Knight's Party Table Launcher to function as designed:

## **Multiple Inputs**

The Knight's Party Table is designed to allow users to play a game against each other. As such, the Launcher must handle two inputs as opposed to one. When a user selects a game, the system shall prompt the other for confirmation. Both users must agree on a decision before it is made.

## **Non-Functional Requirements**

The following are non-functional requirements for the Chess game:

### **Platform**

The Knight's Party Table Launcher will run on the following platform:

Windows 10 Home Edition

### **Performance**

The Knight's Party Table Launcher will boot and run at a reasonable rate. An initial boot of the Launcher or Games that takes longer than three minutes is unacceptable.

### **Reliability**

Any form of a system crash is unacceptable. Users are using the product for entertainment, not to constantly reboot the Knight's Party Table.