

Bowling desktop application: requirements specification

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Assumptions

It is assumed that:

- The system on which the software is intended to run also has Java 1.8+ installed.
- Each competitor will be uniquely identifiable by their name.

System requirements specification

System requirements have been identified based on a review of the supplied brief. Ideally, these requirements would be refined through interviews with principle stakeholders and other requirements elicitation and verification techniques. User testing would be beneficial to refine the user interface.

Functional system requirements

The following functional requirements have been specified using the MoSCoW priority framework:

Priority	Requirement
Must	1. The software must be able to record the names of competitors.
Must	1. The software must cater for up to 6 players.
Could	2. The software could allow users to edit competitors.
Must	2. The software must be able to record the score for each shot by a competitor.
Must	1. The software must accurately compute the final score for each frame, including any bonus points.
Must	2. The software must accurately determine how many shots are valid for each frame based on the scores entered.
Could	3. The software could allow users to edit scores after they have been added.
Must	3. The software must be able to show the scoreboard on screen.
Should	4. The software should be able to save the scoreboard.
Should	1. The software should be able to save the scoreboard as an image file.
Could	2. The software could be able to save the scoreboard in CSV format.
Could	3. The software could be able to open and display previously saved scoreboards.
Could	5. The software could record statistical data on previous matches.
Could	1. The software could be able to save statistical data in JSON format.
Could	2. The software could be able to open and display existing historical data.