Fast Food Wars

Executive Summary

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Project Update

Progress is continuing at a rapid pace for the development of Fast Food Wars. In the second phase, we have addressed most of the issues that were exposed in the initial project report. Luckily these issues were generally related to formatting and not content. We still have some issues with the formatting, as we are using Google Drive for editing the document for the ease of collaborative writing and editing. Unfortunately, it does not offer some of the more advanced formatting features as Microsoft Word or Adobe Acrobat. The most glaring example is the lack of support for page numbers in the table of contents. We intend on addressing this issue for the final report as we will export the document and make final formatting tweaks before submission.

Changes to Initial Report

The initial report has the following modifications:

- The Table of Contents has been formatted to include section numbers. Additionally, a smaller font has been used with smaller spacing between lines. Hopefully, this results in a more pleasing presentation.
- Numbering has been added to all subsections.
- In the section entitled “The Scope of the Product”, a system boundary has been added to the product boundary diagram.
- In the section entitled “Hands-On Users of the Product”, the content has been broken down into paragraphs for easier reading.
- Under the section entitled “Budget Constraints”, the table with the estimated budget has been moved to the previous, mostly empty page.

Additions to the Initial Report

The major addition to this version of the report include a more detailed Use-Case diagram for the system, user stories, and detailed requirements. We have tried to be as detailed as possible, without hamstringing the developers of the system. For example in the section entitled “Look and Feel Requirements”, we have specified that the game be stylized to give the feeling of a fast food restaurant, without specifying exactly how to implement this. It is

hoped that this will give the designers enough leeway to come up with an eye-catching product.

We have developed many requirements that we feel would be representative of a real system, although we have guessed at what the real values level would be. For example, under dependability requirements, we have listed a requirement that the system implement backup connectivity for the web server that has the capacity to handle 110% of the maximum traffic seen over the past month. This number has been chosen somewhat arbitrarily; it is likely that the recommended number is an order of magnitude off. In the real-world, we would likely have to gather knowledge from many experts to arrive at a realistic goals. Hopefully, we have furnished requirements that are testable and/or implementable, if unreasonable in terms of cost, effort, and complexity.