Requirements and Analysis Document for Boardbook

Authors

Date
Version

1. Introduction

The primary audience of Boardbook is people who frequently play one to many different board games. Specifically, it caters to users who want some of the functionality gained from digital board games while still playing the analog version of said board game. The purpose of Boardbook is to provide tools to the user so that they can easily store rounds board games together with who they played with at the time and what game was played. Furthermore, Boardbook will track statistics on your performance in games and can then compare it to other people on Boardbook. This will make users able to easily see their performance over long periods of time and track whether they have gotten better or not. Additionally, Boardbook will feature chat functionality and friends lists so that users can more easily communicate and plan future matches.

2. Requirements

Template

User story

Story Identifier: STK001
Story Name: Customer Order

Description

As a Customer, I need to place an order so that I can have food delivered
to my house.

Confirmation

Functional:
- Can I save my order and come back to it later?
- Can I change my order before I pay for it?
- Can I see a running total of the cost of what I have chosen so far?

Non-functional*:*

Availability:
- Can I place an order at any time (24 hours per day or 24/7/365)?
- Can I view the order at any time (24 hours per day or 24/7/365) up to
  and including delivery?

Security:
- Are unauthorised persons and other customers prevented from viewing my
  order?

User Story

Story Identifier: Entire Group
Story Name: Create Personal Account

Description

As a user, I want to be able to create a personal account, to be able to have individual and
personal interactions with the app.

Confirmation

Functional:
- Can I create an account and have it saved?
- Can I remove my account later and make a new one?
- Can I see information about my personal account?

Non-functional:

-

Availability:

-

Security:

-

User Story

Story Identifier: Entire Group
Story Name: Log into Personal Account

Description

As a user, I want to be able to log into an account so that I can interact with my personal information.

Confirmation

Functional:
- Can I log in now and remain logged in later/get logged in when I start the app?

Non-functional:

-

Availability:
-

Security:
- Are other people prevented from accessing my account when I am not online?

Story Identifier: Entire Group
Story Name: See a Match

Description

As a user, I want to be able to see a match of a game because I want to be able to see a game I have played before

Confirmation

Functional
- Can I see information about the people part of the match?
- Can I see if I won or lost?
- Can I see when I played the match?

Non-functional:

- Is the information displayed in an "easy to digest" way?

Availability:
-

Security:

- Can other people that were in the match see it?

3. Domain Model

4. References