Software Requirements Specification

Version 1.0

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Trading Simulator

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Revision History

Name	Date	Reason for change	Version

1. Introduction

1.1 Purpose

This SRS describes the software functional and nonfunctional requirements for release 1.0 of the Trading simulator. This document is intended to be used by the members of the project team that will implement and verify the correct functioning of the system. Unless otherwise noted, all requirements specified here are high priority and committed for release 1.0.

1.2 Document Conventions

This document follows MLA Format. Bold-faced text has been used to emphasize section and subsection headings. Highlighting is to point out words in the glossary and italicized text is used to label and recognize diagrams.

1.3 Intended Audience and Reading Suggestions

This document is to be read by the development team, the project managers, marketing staff, testers and documentation writers. Our stakeholders, company manufacturing associated hardware, company providing embedded operating system and distributors who markets the finished product, may review the document to learn about the project and to understand the requirements. The SRS has been organized approximately in order of increasing specificity. The developers and project managers need to become intimately familiar with the SRS.

1.4 Product Scope

The goal of this project is to create a java version of Trade Game. This game provides several features we can see in the board game version. A way to demonstrate that an economy which rewards wealth creation is better than one in which monopolists work under few constraints and to promote the economic theories of Henry George and in particular his ideas about taxation.

1.5 References

https://en.wikipedia.org/wiki/Monopoly_(game)