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CS 320

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SRS Contribution

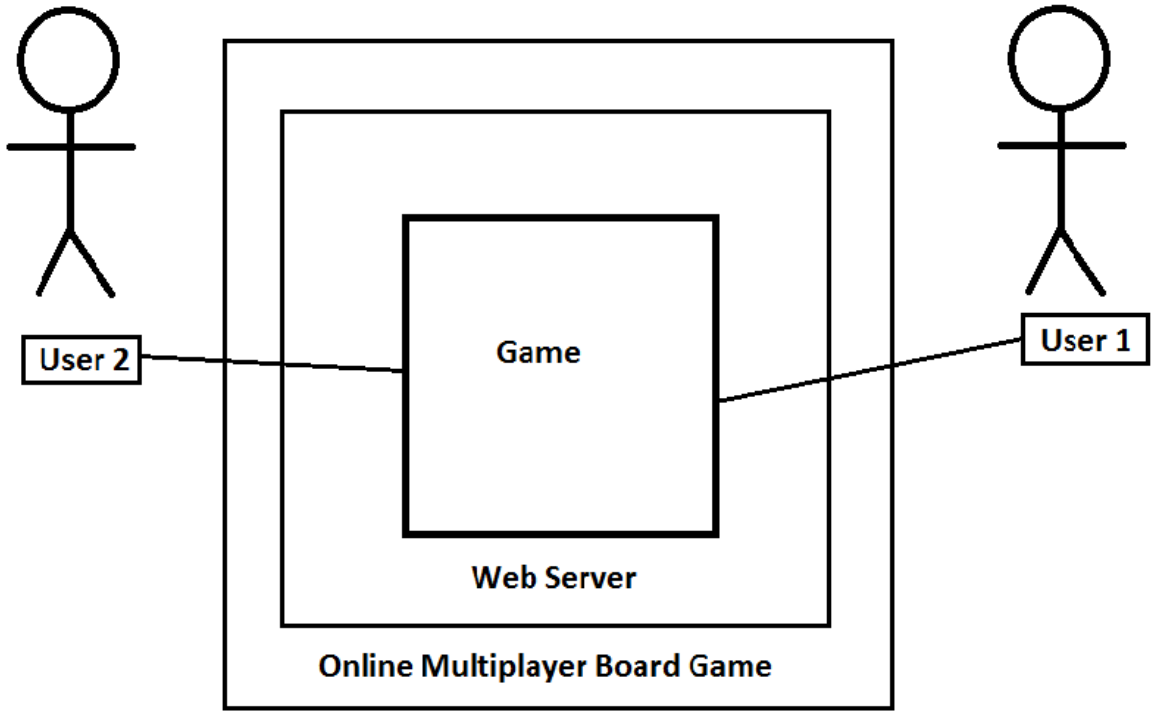
References and Acknowledgments

Django Software Foundation, *Django*. [Online]. Available: https://www.djangoproject.com/. [Accessed: 05-Nov-2020].

MySQL, *MySQL*. [Online]. Available: https://www.mysql.com/. [Accessed: 05-Nov-2020].

React, React – A JavaScript library for building user interfaces. [Online]. Available: https://reactjs.org/. [Accessed: 05-Nov-2020].

Product Perspective



The Online Multiplayer Board Game shall have two active actors and one system. User 1 and User 2 shall access the website through the Internet. The Users must sign-in to the website through a username and password. After logging into the system users will be placed into a queue. The Users are matched using a web server. The Users can then play the game together. The results of the match will be saved to a database. The Users can then queue for another game.

Product Functionality

* Shall require users to connect to the internet

* Will track Wins/Losses Statistics

* Should allow Interaction Between Users

* Shall allow Users to be placed into a Queue

* Should allow Users to view Personal Statistics

Users and Characteristics

The users are expected to be Internet literate and be able to navigate the web page. All users are equally important in the context of our product. Product Service and function will be homogeneous across the user base. The only pertinent characteristic of our user base is their knowledge of the tic tac toe ruleset. All users are expected to understand English.

Design and Implementation Constraints

The Online Multiplayer Gaming system has a time constraint of six weeks. The team is limited by the functions of Django and the SQL database.