

# Updated Requirements

Mozzarella Bytes | Team 18

Assessment N°2

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## Updated Requirements

### Colour Coding Key

	Shall
	Should
	May

### User requirements

User ID	Description	Source	Priority	Changed?
UR_WIN	The player wins if they flood the ET fortresses before the ET fortresses and ET patrols destroy all of the player's fire trucks	Product brief	Shall	No
UR_LOSE	The game is lost if all the player's fire trucks have been destroyed before the player has flooded all of the ET fortresses	Product brief	Shall	No
UR_REPAIR	Fire trucks can be repaired and refilled at the fire station	Product brief	Should	No
UR_FIRE_TRUCKS	There must be two fire trucks	Product brief	Shall	Changed from 4 to 2
UR_FORTRESSES	There must be three fortresses	Product brief	Should	Changed from 6 to 3
UR_SCALABILITY	The game should be able to be played on other platforms	Product brief	May	No
UR_ENJOYABILITY	The game should be enjoyable to play by prospective students and their guardians.	Product brief	May	No
UR_PLAYABLE	The game must be playable Dependent on environmental assumptions (see bottom of document)	Product brief	Shall	No
UR_PLAYER	The game must be a single-player game	Product brief	Shall	No
UR_CODE	The game must be coded in Java	Interview	Shall	No
UR_PC	It must be a PC game	Interview	Shall	No

UR_TRUCK_SPACE	Fire trucks should not drive over each other or be able to occupy the same space.	Email Communication with Customer	Shall	No
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*Functional requirements*

ID	Description	Source	Priority	User ID	Changed?
FR_FIRE_TRUCKS	Each fire truck must have a unique spec in terms of its speed, amount of damage it can take before being destroyed, the volume of water it can carry, the range and delivery rate of its water cannon	Product brief	Shall	UR_FIRE_TRUCKS	No
FR_FORTRESS	Each ET fortress must have a unique spec in terms of the range of its defensive weapons, the amount of damage these weapons can deal to Fire trucks, and the volume of water it takes to flood	Product brief	Should	UR_FORTRESS	No
FR_MOBILITY	The user can move the fire trucks. fire engines should be mobile; fortresses should be immobile	Product brief	Shall	UR_ENJOYABILITY	No
FR_AI	The ET fortresses are controlled by the computer AI	Product brief	Shall	UR_PLAYER	No
FR_TRUCK_ATTACK	Fire trucks can flood ET fortresses	Product brief	Shall	UR_FIRE_TRUCKS	No
FR_FORTRESS_ATTACK	ET fortresses attack trucks	Product brief	Shall	UR_FORTRESS	No
FR_CONTROLS	There should be a screen that explains the controls	Interview	May	UR_PLAYABLE	No
FR_MENU	There should be a menu screen from which the user has the option to start the game, see the controls or quit.	Email Communication with Customer	May	UR_PLAYABLE	New

FR_GAME_OVER	There should be a dramatic 'game over' screen if the game is lost.	Email Communication with Customer	May	UR_ENJOYABILITY	New
FR_SOUND	There could be sound effects with the game	Email Communication with Customer	May	UR_ENJOYABILITY	New
FR_SOUND_OFF	If there are sound effects, it should be possible to turn these off	Email Communication with Customer	Shall	UR_ENJOYABILITY	New
FR_ANIMATION	The fortresses and fire trucks should change appearance as they are destroyed	Email Communication with Customer	Should	UR_ENJOYABILITY	New
FR_REPAIR_REFILL	The fire trucks should repair and refill when at the fire station	Product Brief	Shall	UR_REPAIR	New

*Non-functional requirements*

ID	Description	Rational	Fit criteria	User ID
NF_PC	The game must be playable on engines/things that can be played on PC	Product brief	The game must use libraries /function that could be used on other platforms	UR_PLAYABLE
NF_RESPONSE	The game must respond quickly to user input	Improved user experience	Average response time >1 second, maximum response time >2 second	UR_ENJOYABILITY
NF_CONTROLS	The controls should be easy to learn	Prospective students should be able to play the game	The player should be able to grasp the controls in under 2 minutes	UR_ENJOYABILITY

*Removed Requirements:*

UR_MINI_GAME	FR_PATROL_ATTACK	FR_ACCESS_MINIGAM
UR_MINI_GAME_THEME	FR_PATROL_INCREASE	E
E	FR_PATROL_DAMAGE	FR_STATION_DESTROY
UR_PATROLS	FR_VIEW_TIMER	Y
	FR_PATROL_SIGHT	FR_REPAIR_REFILL

*Environmental assumptions:* 1) The player is assumed to be playing on a modern computer that is of reasonable specifications. 2) The user will have standard hardware such as a keyboard and mouse. 3) The user will have java installed to run the program.

*Risks:* The main risks relevant to the requirements are R4 & R7 (see risk assessment table in risk management section).