

Requirements Specification

Review

Methodology

- Life Cycle Model: requirements, design, implementation, testing
- Practices
- Principles
- Patterns

Types of Requirements: FURPS+

Functional: features, capabilities

Usability: human factors, help, documentation

Reliability: frequency of failure, recoverability, predictability

Performance: response time, throughput, accuracy, availability, resource usage

Supportability: adaptability, maintainability, configurability

Requirements

- Elicitation
- Analysis
- Specification

Elicitation

What does customer want?

Use Cases

Analysis

What can we provide?

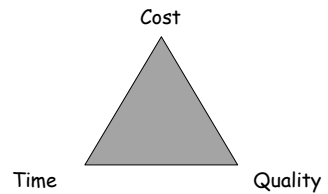
Risk-Driven Use Case Realization
(Feasibility) Study

Specification

"Contract"

System Requirement Specification
(Game Design Document)

Constraint Triangle



SRS "Contract"

Customer: Vision



Designer/Developer

Use Cases: Functional Requirements

URPS: Nonfunctional Requirements

CS121

Z



You

Use Cases: Function Requirements

URPS: Nonfunctional Requirements

SRS

System overview
Functional & non-functional requirements
Glossary
Use-Cases
User-Interface Prototype
Budget
Schedule
Etc.

Games: Design Document

Exercise: What should your contract specify?

(Consider functional and non-functional requirements.)

Games: Design Document

Narrative style: See Sample Design Document from Course Web Page

Exercise

Write an "Overview" of your game.