Reviews

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

Requirements
- Elicitation
- Analysis
- Specification

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

Elicitation
What does customer want?

Analysis
What can we provide?

Risk-Driven Use Case Realization (Feasibility) Study
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.