



BSc, BEng and MEng Degree Examinations 2019–20
DEPARTMENT OF COMPUTER SCIENCE

Software Engineering Project (SEPR)

Open Group Assessment

Module	Software Engineering Project (SEPR)
Year	2019/20
Assessment	2
Team	The Dicy Cat
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Deliverable	Requirements Update

REQUIREMENTS ASSESSMENT 2 UPDATE

URL: https://drive.google.com/file/d/1JXH3xYledqd_BajWwBFWTkifSvhY8hZ6/view

The team carried out the requirements updating process in a straightforward and efficient way.

The requirements were kept updated throughout the whole duration of the assessment, in close relation to the evolution and development of the game itself. This turned out to be crucial, as it not only allowed us to be coherent with the user and system requirements established in the previous assessment, but to also re-assess the said requirements in view of both the challenges faced during the coding of our game and the opportunities for improvement of the initial architecture that showed to us during the course of this assessment.

Furthermore, the feedback provided in the assessment 1 made up a major contribution to the updating process of the requirements, providing the team with a better understanding of the elicitation process overall.

The requirements that have been modified or deleted can be found highlighted in **YELLOW** in the requirements table on the team's website.

Here is a list:

- SFR_CANCEL_REPAIR_RESPONSE → deleted
 - The team decided after the start of assessment 2 that the interaction between the fire truck and the fire station would be range-based: the fire truck starts to get repaired as soon as it enters within a fixed range from the fire station: moving outside this range would interrupt it. Having a “Cancel Repair” option was therefore in contrast with this decision;
- SFR_CANCEL_REFILL_RESPONSE → deleted
 - The same logic of fire truck repair has been applied to the water refill;
- SNFR_INSTRUCTIONS → modified
 - The team agreed that the user should not be prompted with the game instructions every single time a new game is started, but rather have the choice of reading them or not: because the target audience might include inexperienced users as well as skilled video-gamers, being forced to read the game's manual might kill the user experience. Note that this feature will be implemented in the next assessment i.e. assessment 3.
- SNFR_TIME_TO_DEFEAT_ET → modified
 - Two changes: 1) as suggested in the feedback, this requirement is now in the System Functional requirements rather than Non-functional; 2) the original requirement's description contained ambiguities. The player will not meet -and fight against- ETs with increasingly difficulties (hence increasing the time it takes to defeat each ET), but ETs with increasingly challenging stats will be scattered throughout the map and it will be the player's movements that establish the order in which they will be fought;
- UR_TARGET_AUDIENCE → modified
 - Followed feedback's suggestion concerning description's unclearness
- SNFR_TARGET_AUDIENCE → modified
 - As pointed out in the feedback, the description and fit criteria for this requirement were unclear and vague, potentially leading to ambiguities: they have both been updated.
- SFR_ALLOWED_TO_REPAIR → modified
 - Since the repairing feature is range-based, the fire truck is always allowed to return to -i.e. enter the range of- the fire station. In the old description of the requirement, there was ambiguity concerning the ability of the fire truck to return to the fire station if and only if it had been damaged.
- SFR_ALLOWED_TO_REFILL → modified
 - Same logic as SFR_ALLOWED_TO_REPAIR