Frequently Asked Questions: Klax Requirements Specifications

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Important Note (Again)

- A word to the wise: I will be out-of-town later this week and will only have sporadic email access. If I reply, it’ll be delayed.
- Professor Taylor may or may not be helpful.
- Office hours on Wed. 3:30-5pm in ICS2 246
FAQ

- Frequently Asked Questions
- Collected from emails I’ve received so far
- Answers are my replies back
- A number have been asked repeatedly
- Any additional questions on Wednesday
- Quality is only as good as your questions!
FAQ #1

Q: Where can I find Klax?

A: It is bundled with ArchStudio. You will find the architecture description for Klax under regularklax.xml in the bin/directory where ArchStudio was installed.

Note: There was a typo in the previous discussion slides: no hyphen in filename.
FAQ #2

- **Q:** What are the high-level objectives?
- **A:** One way to address this is to answer: "What are the objectives of the game?" How would a user define success for the game? What counts as a victory?
FAQ #3

Q: What is the World Model?

A: The 'world model' phrase refers to a conceptual view of the game that can adequately describe all aspects of the game. Therefore, any specification in your functional requirement would involve some feature from the 'world model.'
FAQ #4

○ **Q:** How might the World Model change?

○ **A:** Think about how these features may change over time. For example, a tile would be part of the 'world model' - how might the tile change?
FAQ #5

- **Q:** What do I put for the 'about who created this document'?

- **A:** Talk a little bit about how you created the document and discovered the requirements. How much time did you spend playing the game in order to discover the requirements, etc, etc?
FAQ #6

Q: What do you mean by "important processes, hardware, and software aspects"?

A: Another way to phrase this is what are the attributes of the system? What processes are involved in playing the game? What hardware is required? What software is necessary?
FAQ #7

Q: When I'm describing the tiles, how much detail should I go into for color?

A: "Blue", "Red", "White", etc. is sufficient.
FAQ #8

- **Q:** When I'm describing Klax's entire layout, do I have to describe the size of the entire window?

- **A:** No, it isn't required to specify the size of the window.
FAQ #9

Q: When describing how much space something takes up, can I say something along the lines of: "the 5 chutes take up 80% horiz. space and 25% vert. space”

A: As I said previously, it's better to define the size of chutes and wells in relation to the size of a tile. For example, how many tiles can fit in a well? Or a chute?
FAQ #10

Q: What is the format of a specification?

A: Every requirement should have its own number to allow for easy cross-referencing later.

4.1.2.1 The tiles must either be “red”, “green”, “yellow”, “blue”...

4.1.2.2 The tiles must be an oval shape.
FAQ #11

- Q: What about where the prototype is incorrect?

- A: Can the error in the prototype reasonably be considered a bug? If so, it belongs in the functional specification with an appropriate denotation (footnote). Provide justification.
FAQ #12

Q: However, if the prototype could reasonably considered correct and it’s unlikely that the prototype just never considered this possibility, where does the specification belong?

A: In this case, it belongs under ‘Future Changes’ section. Once again, provide justification.
More about FAQ #11 and #12

- Example: Start button not resetting tiles after the player runs out of lives.
- Example: There are no levels in the game.
- Is the specification or prototype incorrect?
- Try to gauge how big of a change it’ll be.
- Provide justification either way!