More FAQs, Klax World Model and Functional Specifications

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Important Note (Once Again)

- A word to the wise: I will be out-of-town after discussion and will only have sporadic email access. If I reply, it’ll be delayed.

- Professor Taylor may or may not be helpful.

- Assignment #1 hard-copy here on Monday.
FAQ #13

- **Q:** Can you further clarify ‘high-level objectives?’ Is ‘it’ll make us rich’ or ‘it is addictive for players’ in the ballpark?

- **A:** A successful marketing strategy always includes multiple viewpoints as to why the product will be successful.
FAQ #14

Q: How detailed should the executive summary be?

A: The executive overview section isn't intended to be read by a technical person, but by a pointy-haired boss. (Or a professor with an earring and black turtleneck. Just kidding.)
FAQ #15

- **Q:** What perspective should we use?
- **A:** Your perspective should be that you are creating the requirements for the Klax prototype retrospectively. The prototype already exists, but we don't have a requirements document - so we're looking for a requirements specification that goes with the system we already have.
FAQ #16

Q: What outline should I use?

A: You should use the outline given in the current quarter’s requirements assignment. The outline for previous quarters (such as used by the example Word doc) isn’t correct for this quarter.
FAQ #17

Q: Can I include graphics?

A: If you think it’ll help. However, be aware that it is a double-edged sword. If it is a good diagram, it’ll greatly aid the reader’s understanding. Yet, if it’s a bad diagram, it’ll just serve to confuse your reader. Therefore, our recommendation is to skip it for this assignment.
FAQ #18

Q: I’m still unclear about environmental assumptions. What do you mean?

A: First off, take a step back and look at what software is required to run the Klax prototype. And, then you can determine if any of those software packages place a set of constraints on the hardware.
FAQ #19

- **Q:** Are we assuming that the prototype of Klax will be deployed identically as the final version?

- **A:** The core architectural style and architecture will remain unchanged. Therefore, you can assume that the final version will be deployed identically to the prototype.
FAQ #20

Q: Why do we not have a newsgroup?

A: We want to ensure that the information you receive is correct. Remember the earlier comment: “The TA is your friend, but your friend is not the TA.” This class is about individual effort not team efforts.
FAQ #3 (once again)

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.'
Some helpful (?) definitions

- **World model**: Abstract view of system
  - 30,000 feet, nothing directly testable
  - Serves to introduce the ‘players’
- **Functional spec**: Low-level details
  - Refers to elements from world model
  - Everything must be directly testable
Dramatis Personae

- List of characters in a play
- Examples from Shakespeare’s Henry V
  - KING HENRY THE FIFTH
  - DUKE OF GLOUCESTER, brother to the King
  - DUKE OF BEDFORD, " " " "
  - DUKE OF EXETER, Uncle to the King
  - DUKE OF YORK, cousin to the King
Ms. Pac Man World Model

- **Ms. Pac Man:** Heroine chased by ghosts
- **Ghosts:** Dudes trying to eat Ms. Pac Man
- **Pebbles:** Food for Ms. Pac Man
- **Big dots:** Allows Ms. Pac Man to eat ghosts
- **Fruits:** Random power-ups
Ms. Pac Man World Model (cont.)

- **Maze:** course and layout
- **Score:** Points player has accrued
- **High Score:** Historical maximum
- **Lives:** How many chances player has left
Functional Specification

4.1. Ms. Pac Man

4.1.1. ...is yellow.

4.1.2. ...is round, but her mouth is open.

4.1.3. ...wears a red bow.

4.1.4. ...wears lipstick.

4.1.5. ...is directly controlled by player.
4.2. Big dots

4.2.1. ...are yellow.

4.2.2. ...are circular.

4.2.3. ...are double the size of pebbles

4.2.4. ...when eaten by Ms. Pac-Man:

4.2.4.1. ...disappear.

4.2.4.2. ...allows Ms. Pac-Man to eat ghosts for thirty seconds.