

Frequently Asked Questions: Klax Requirements Specifications

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*ICS 52: Introduction to Software Engineering
Monday, October 11th, 2004*

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

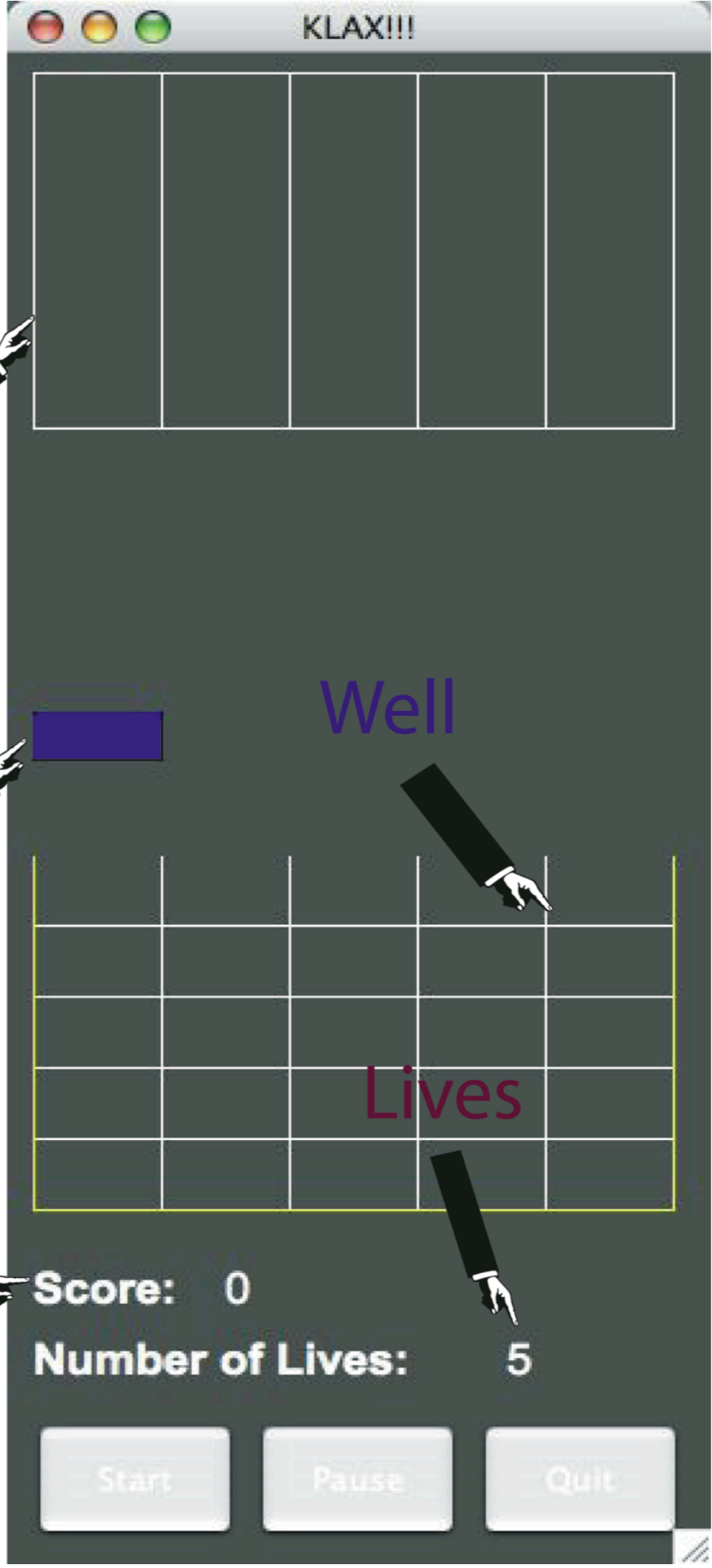
- *Q: Where can I find Klax?*
- *A: It is bundled with ArchStudio. You will find the architecture description for Klax under regularklax.xml in the bin/ directory where ArchStudio was installed.*
- *Note: There was a typo in the previous discussion slides: no hyphen in filename.*

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.'*



Chute

Palette

Score

Well

Lives

Score: 0

Number of Lives: 5

Start

Pause

Quit

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 be 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!*