Assignment 2: Requirements Document

(28 points of 70)

First draft deadline: Tuesday October 20th – 8 am (Zurich time)
Final Deadline: Tuesday October 27th - 8 am (Zurich time)
Commit the files at
https://svn.origo.ethz.ch/dose2009/group_n/team
where n is your group number
and team is your team name

The main task of this assignment is to develop a requirements document. Each team writes its own requirements document; we recommend that teams in the same group communicate to agree in common terminology. However, two different documents have to be developed. Following we describe the tasks.

1. Questionnaire

You should have collected the time expended in Assignment 1. Please send this information by e-mail to Martin Nordio (if possible use the excel file you got) before Friday Oct 16th.

Important: the time expended is collected by teams and calculated in person/hours. For example, if 3 people participated in a meeting for 2 hours, then the expended time is 6 hours.

For assignment 2, you should also collect this information:

• How many person hours did you dedicate to Assignment 2?

• How many person hours of Assignment 2 did you use for communication due to geographical distribution?
• How many person hours of Assignment 2 did you use for development of the assignment result (preparing the documents, answering questions, writing documents, reading documentation, etc)?

2. Repository Structure: General Information

The dose2009 has the following structure:
https://svn.origo.ethz.ch/dose2009/group_1/
https://svn.origo.ethz.ch/dose2009/group_2/
https://svn.origo.ethz.ch/dose2009/group_3/
https://svn.origo.ethz.ch/dose2009/group_4/
https://svn.origo.ethz.ch/dose2009/group_5/
https://svn.origo.ethz.ch/dose2009/group_6/
https://svn.origo.ethz.ch/dose2009/group_7/
https://svn.origo.ethz.ch/dose2009/group_8/
https://svn.origo.ethz.ch/dose2009/assignment/
https://svn.origo.ethz.ch/dose2009/SCOPE/
https://svn.origo.ethz.ch/dose2009/src/

The group folders should only contain the scope documents, and the requirements documents, and any other needed information/documents. **However, these folders should not contain code.** Thus, the Eiffel projects located in some of the group folders should be **deleted.**

The **code of the projects** is located in the **src folder.** There are two Eiffel projects in this folder:

- Server
- Games

The **Server** folder is used for developing the main server game (implemented by Martin Nordio). We expect that most of the projects will not modify this Eiffel project.

The games are all implemented in the same project **games.** Each team will add a new folder (an Eiffel cluster) to this project, and **everybody will work in the same project.** See next task for more information.

2. EiffelStudio Project

We have implemented the main GUI, and a connection to the server in the project **games.**

The current structure of the project is:

src/games/main_gui
src/games/pics
src/games/truco
The main_gui folder contains the implementation of the main GUI. The pics folder contains the pictures of the users. Please, add 80x80 pixels picture of you in the folder new. The name of the picture should be the name of your origo user name. The format should be png. The truco folder contains an example of GUI and client-server in Eiffel.

2.1 Tasks (this task has to be done by each group)

Update the dose2009 repository and compile the games project. Check that the application works. Then, each group has to create a folder game_name at `src/games/game_name`

where game_name is the name of the game the group is going to implement. Then, copy the content of the truco folder and paste it in your game_name folder. The structure of all games should be:

- game_name/gui
- game_name/logic
- game_name/net

Rename the files, and the classes using the name convention you define (two characters followed by _).

The task is to integrate your game gui with the main GUI, and to get familiar with Eiffel. To display the game gui, extend the routine execute in the class SV_GUI_CREATOR. (There is an example that displays the truco GUI).

After this extension, you should be able to display your own game GUI. Contact Martin Nordio if you have any question/problem with the Eiffel project.

3. Requirements Document

In this assignment each team has to write a requirements document for the cluster the team is responsible for. Each team is responsible for its own requirements document. However, we recommend communicating in the groups and using the same tool for writing. For example, a good idea would be to define the same acronyms, definitions and abbreviations within the group.

3.1 Templates

You can find templates for the requirements document at:

Furthermore, you can find examples of good requirements documents on the same page. Please consider IEEE recommendations given by IEEE Std 830-1998. Students from universities that do not have access to IEEE library please ask ETH students to send you the document.

### 3.2 First Draft

You have to commit a first draft by October 20\textsuperscript{th}. This version will not be graded but it is mandatory to commit the first draft. Not committing the first draft implies failing the course. We recommend committing your document frequently so that other members of the group can see the document.

**What is a first draft?**

A first draft of a requirements document is a document where most of the sections have been described, and the most important requirements have been defined. However, the document still needs improvements such as typos, grammar, etc.