

Requirement analysis

Target release	
Epic	
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Goals

Help Aalesunds Schaklag develop new methods of digitizing games of chess. The program should work with high accuracy so that the players do not have to interact with the program during the game.

Background and strategic fit

Aalesunds Schaklag wants to reduce the overall cost of digitizing chess games. The existing solutions using electronic DGT chessboards are quite expensive. They have recommended a solution where you use a camera and image analysis to track the games. This requirement specification covers the needs of such a system.

Assumptions

- The chessboard being played on will be moved minimally during the game

Requirements

#	Title	User Story	Importance	Notes
1	Output PGN	The program should output a PGN of the final game state at the end of each game.	Somewhat	PGN (Portable Game Notation) is the most common format to record chess games. It can be read by both humans as well as computers
2	Output time and date	Together with the PGN, the program should output a time and date so that the players can identify which game is which.	Somewhat	
3	No interaction from the players	The players themselves should not have to do anything else than play the game.	Somewhat	
4	High accuracy	Almost all games should work without fail. It is expected that a few have to have some manual correction.	Important	
5	Camera in the roof	The camera has to be in the roof so that it is not in the way of the players. Program has to be made to accommodate this.	Important	

User interaction and design

- Pre-project plan