External Interface Requirements

- *User Interface*: Accomplished via mouse input only. There will be no option for keyboard input to manipulate the cards. A chat area may be added at a later date.
- *Hardware Interaction*: The product is based solely on HTML and java which are platform (OS) indepenent. The following is the minimum hardware configuration: computer, 16 MB of RAM, and a 640x480 screen resolution with a minimum of 256 colors. Hard disk space is optional but recomended space is 20 MB, the program may also be run from a CD or may be downloaded.
- *Software Interaction*: The product requires the appropriate java console be installed on the clients computer.

Detailed Description of Functional Requirements

The following describes the detailed functional requirements, using the template given in section below.

Template Describing Functional Requirements

Purpose	A description of the functional requirement and its reason(s)
Inputs	Which inputs: adm what form/format will inputs arrive; from what

	sources input will be derived, domains of each input element.
Processing	Describes *outcome* not the *implementation* ; includes data validity checks, timing of operations when needed , error or abnormalities handleing.
Outputs	The type, size, recieving element, and volume of the output; timing; range of parameters; unit measure of the output; process storeing or destroying output; process for error handleing from output.

Main/Game Menu

Purpose	Allow the user to select game tutorial and rules i.e. power rule
Inputs	Input is through buttons selection
Processing	A game is loaded according to the rules selected
Outputs	The corresponding game will begin

Game Blitz

Purpose	Be the last player left with tokens.
Inputs	The user will be able to play the game using only the mouse
Processing	1. Cards will be dealt one at a time starting to the left of the dealer until all players have three cards 2. Game play begins 3. If power rule is selected, player to dealers left my "roll" cards to reveal total. 4. If power no used game play proceedes to the left
Outputs	A noise will sound when the user turn comes up or if an invalid selection is made

Game 2 Tutorial

Blitz is not widely played outside theMidwest, therefore a tutorial is considered to be necessary.

Purpose	Give a walkthrough to the user on how to play Blitz
Inputs	None
Processing	Automatically executed when tutorial chosen
Outputs	Theoretical game which demostrates how to play Blitz

Performance Requirements

- The application will be run from hard drive or CD-ROM on a local machine.
- The application will use multimedia speakers to deliver audio prompts.