USER NEEDS

AND

REQUIREMENTS

Group 23 – Alex, Jack, Luke, and Reid

Overview

Problem Statement

"Current Wargaming training resources for cadets enrolled in an Air Force Reserve Officer Training Corps programs are expensive, physical, and overly complicated."

Why is this an issue?

- HQ AFROTC Objective 10
  - Understand how the Air Force employs warfighting assets.
- Unequal Detachment Funding
- Unequal Training Value

AIR FORCE DOCTRINE NOTE 1-21

AGILE COMBAT EMPLOYMENT

User Needs

Efficient Material

"I have a busy life. Spending thirty hours learning a system in order to teach a two hour lesson is ridiculous. I need my time to be respected."

Easy Usage

"I came to school to train to become an Officer and not play video games. I need this to be easy for me to use so I can learn the concepts."

Handholding

"I get stressed and forget all the little details. I need to have a way to remind myself so I make effective decisions."

Flexibility

"My laptop is being fixed right now and I'm the one who needs to be presenting our strategy. I need to have other ways to access the data."

Distribution

"The people at that other detachment have a really cool software. I need to be able to tactically acquire it and pass it on to my cadets quickly."

Usability

Web Browser

16:9 support

Ease of Use

Minimal previous knowledge

Multi User

Simultaneous and persistent

Multi Game

6 month minimum storage

Structure

Framework

Java Springboot application

Documentation

How to deploy on Ubuntu Linux

Modularity

Database switch with little development

Database

Common game/account data and restricted access

Extensibility

Manage Assets

Privileged users can add/remove without redeployment

Balance Assets

Privileged users can modify without redeployment

Rule Book

Engineering Standards

- Java Coding Standards
  - From Oracle
  - Code Conventions for Java (Link)

Recap

01	Problem Statement
02	User Needs
03	Requirements

04	Standards