

Automated Commentaries for Simulated Soccer

Requirements Specification For Final Iteration

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Scope	
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1 Final Iteration

1.1 Final Iteration Platform Information

Week:	All
Uses Soccer Server Version:	9.1.5
Target Platform:	Microsoft Windows
Platform Used:	MS Windows XP Professional version 2002 SP2
Monitor Protocol Used:	Version 2

1.2 System Overview & Scope

This document identifies the main requirements of our final project.

1.3 High Level Requirements

Requirement Number	Requirement Description
1	<u>Real time</u> audio commentary relating to the events on the soccer monitor will be output by the system.
2	The system will commentate using two different voices – one for standard game events and the other for statistical information.
3	A number of sound files will be played during the game to heighten the atmosphere of the game. These files will cover cheering, booing, etc
4	The voices tone and pitch will change depending on the excitement level of any given comment.
5	A comment library will exist that stores a number of different comments for each game event. Infrequent events will have less (1 or more comment), more frequent events will have
6	The system will evaluate game events and identify the game state at any given time.
7	Comments will also be displayed in a text format
8	Game details from previous games will be logged to a file – these logs can be used for commentating in future games between the same teams
9	The system will prioritise and schedule comments based on their importance level – not all game events will be output as audio.

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10	The system will have a main GUI to start the system and display the text based comments (requirement 6), and basic statistics.
11	The system will have additional GUI widgets to display goal information and ball distribution ratios.
12	The system will predict a number of scenarios – such as cross attempts
13	The commentary will include statistical information – such as the most active player.