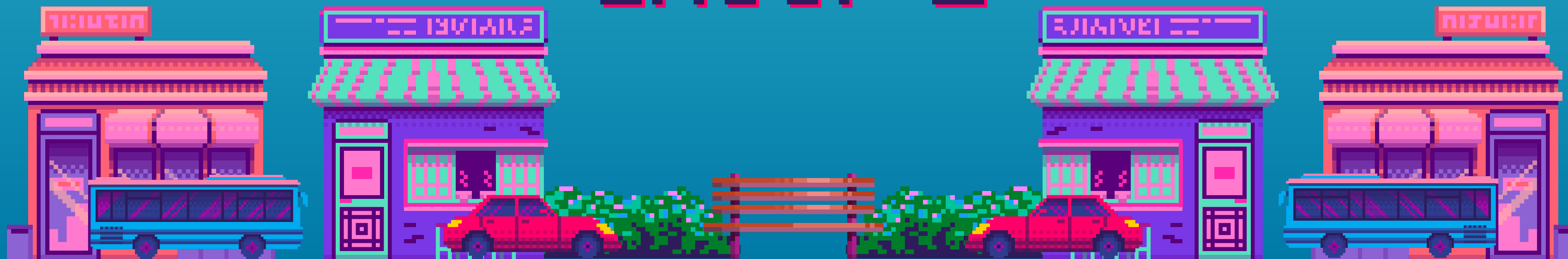




# GAME

# TRUCKEE

## GROUP 2



# INTRODUCTION

## ● WHAT IS GAME TRACKER?

A MOBILE/WEB APP THAT HELPS USERS TRACK PROGRESS, ACHIEVEMENTS, AND STATISTICS IN THEIR FAVORITE GAMES.

## ● PURPOSE OF THE SRS:

TO DEFINE THE FUNCTIONAL AND NON-FUNCTIONAL REQUIREMENTS OF THE GAME TRACKER SYSTEM.

# SCOPE

- TRACK MULTIPLE GAMES
- MONITOR USER PROGRESS AND IN-GAME STATS
- ALLOW GOAL SETTING AND ACHIEVEMENT LOGGING
- PROVIDE SOCIAL FEATURES (E.G., FRIEND LISTS, LEADERBOARDS)

# FUNCTIONAL REQUIREMENTS

01

USER REGISTRATION/LOGIN

02

GAME SELECTION & MANAGEMENT

03

PROGRESS TRACKING (LEVELS, XP, ACHIEVEMENTS)  
NOTIFICATIONS & REMINDERS

04

SOCIAL FEATURES (FRIEND COMPARISON, LEADERBOARDS)

# NON-FUNCTIONAL REQUIREMENTS

01

**Performance:** Fast loading and real-time syncing

02

**Scalability:** Support for thousands of users

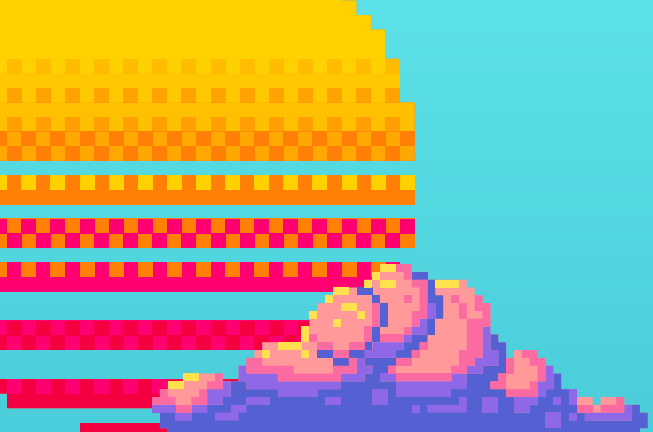
03

**Security:** Data encryption, secure login

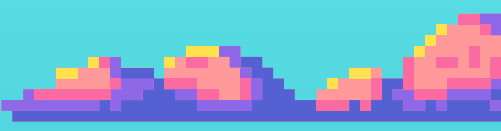
04

**Usability:** Intuitive UI for both gamers and casual users





# SYSTEM ARCHITECTURE



- **Frontend: React Native (mobile), React.js (web)**
  - **Backend: Node.js + Express**
  - **Database: MongoDB or PostgreSQL**
  - **APIs: Game data API integrations (e.g., Steam, Xbox)**
- 

# ASSUMPTIONS & CONSTRAINTS

01

Assumes access to external game APIs

02

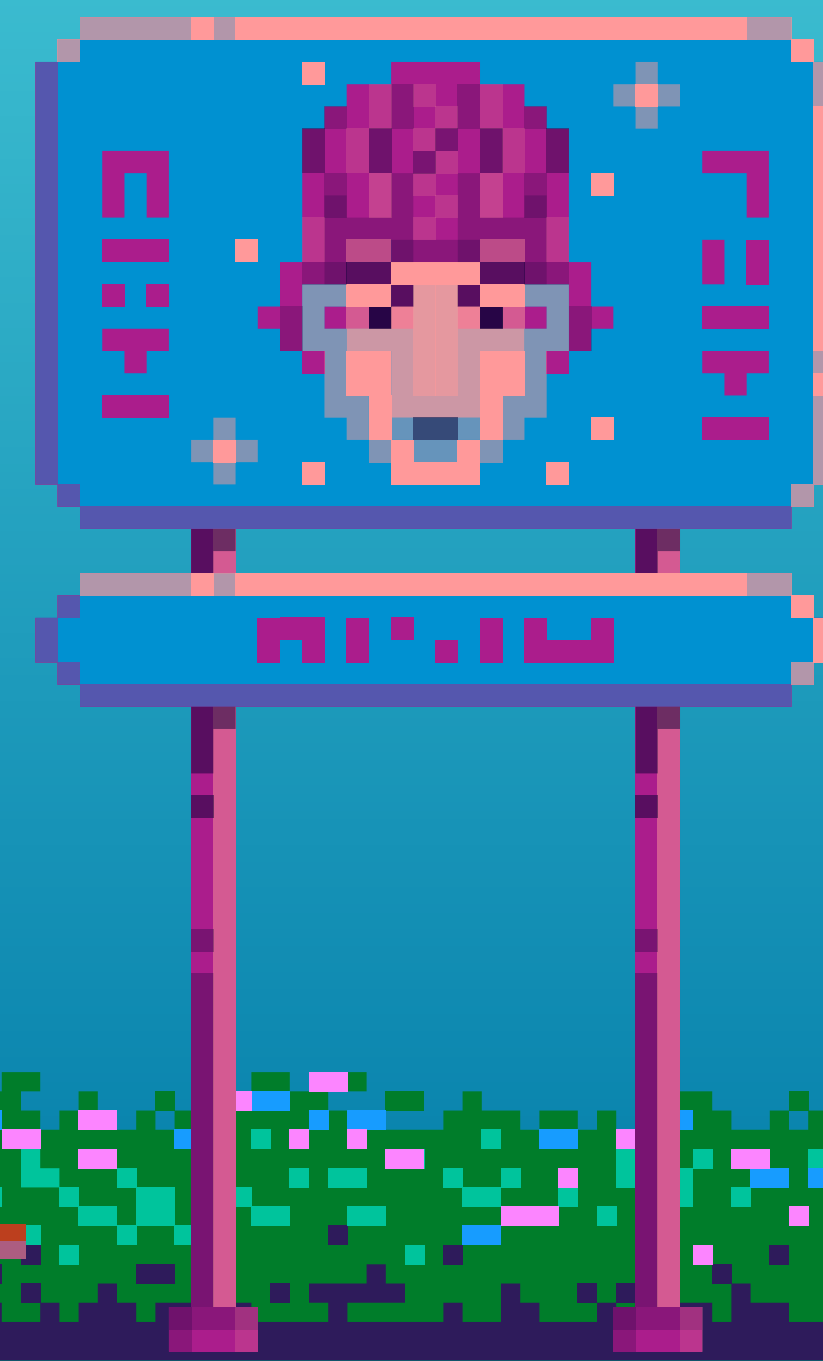
Mobile-first design constraint

03

Limited initial budget for hosting & development



# CONCLUSION







THANK  
YOU