

## Project Introduction:

The project is an arcade game center that has different games divided by game category. Inside the center there are separate corners and each corner has its own games. The center coordinates various competitions for participants. Employees and shared and non-subscribed users flock to the center.

## Functional Requirements:

### - On the staff side:

- The employee logs in to display a page that suits his job.
- The average employee only reviews their data in a set of detailed screens.
- The receptionist can only enter and modify customer data and does not perform any other operations on it.
- The accountant can only view the salaries of employees and confirm that the salary has been delivered.
- The accountant can only review imports and financial expenses and cannot modify them.
- The foreman manager can distribute the work to other employees.

- The center manager is the only one who can add new employees within the database, delete them or modify their data.
- The center manager adds or modifies the data of the machines.
- The center manager can deal with various reports that are added as needed.
- The center manager is the only one who can create a new contract and add his data.
- The manager can add new things or modify their data, such as:
  - Jobs.
  - Periods of work.
  - Corners of the Center.
  - Competitions.
  - Subscription packages.
- The maintenance employee can deal with the data in terms of entering the data of the machine to be maintained.

- On the user side:

- The user deals directly with the program without logging in.
- The non-subscribed user can see data about the center, its corners and the machines it contains only and nothing else.

- All users get prizes when playing with a machine that awards prizes.
- A non-subscriber can create an account to become a subscriber.
- The subscriber logs into the site to offer additional features.
- The subscriber registers for a subscription package.
- The participant registers in competitions.
- The subscriber deals with the program to modify his data or package.
- The subscriber will see his activity history at the center.

### **Non-functional requirements:**

- Writing the program according to the rules of software to facilitate understanding and dealing with it in the future.
- Consider the program is subject to modifications and repairs later.
- Ensure that the program performs the required functions.
- Consider quality of the program and providing the highest speed and best performance to the user.
- Consider security in registering accounts and displaying data.