

Project Introduction “Abstract”:

- The project is an arcade game center that has different games divided by game category.
- The system contains the data of employees, users and machines.
- Inside the center there are separate corners and each corner has its own games.
- The center coordinates various competitions for participants.
- Users and employees flock to the center.
- On the user side:
 - The project covers the user experience within the arcade game center which is divided into subscribers and non-subscribers.
 - Some machines award prizes to the user when winning in play.
 - Users can participate in contests created by the Center.
 - The program provides the feature of subscriptions to the user where he can use theAlatwithin a specific package.
 - Subscription packages vary depending on the price of the package, the games used, and the times each game is used.
 - The center provides different games suitable for allages and located in specific corners.

- On the staff side:

- Functions vary depending on project tasks.
- Employees' handling of the system varies according to the job of each employee.
- Only the manager is allowed to handle the entry, modification or deletion of data.
- Some employees are permissive in dealing with specific pieces of data.
- The system contains all the data of all employees, but not all employees have the permission to deal with data within the system.
- Other employees can only open the program to view their data.

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 accounts clerk can only view the salaries of employees and confirm that the salary has been delivered.
- The accounts officer 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 director of the center adds or modifies the data of the machines.
- The director of the center can deal with various reports that are added as needed.
- The director of the center 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:

- Posts.
- Periods of work.
- Pillars 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.
- Any user gets 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 subscriber 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:

- Write the program in a coordinated way to facilitate its understanding and handling in the future.
- The program should be able to modifications and maintenance later.
- Ensure that the program performs the required functions.
- The quality of the program should be high and providing the highest speed and best performance to the user.
- Consider security in registering accounts and displaying data.