**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 employeelogs 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 logsinto the site to offer additional features.
  + The subscriber registers for a subscription package.
  + The subscriber registers in competitions.
  + The subscriber dealswith 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.