**Software Requirements Specification**

**for Online Gaming (miniclip.com)**

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\_ General Description \_

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\_\_\_ User Characteristics 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 \_

\_\_\_ Abbreviations 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 \_

\_ Speci\_c Requirements \_

\_\_􀀀 Functional Requirements 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 \_

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\_\_\_ External Interface Requirements 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

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\_\_\_\_\_ Security 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

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\_ General Description \_n

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\_\_\_ Abbreviations 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 mjb􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 \_

\_ Speci\_c Requirements \_

\_\_􀀀 Functional Requirements 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 \_

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\_\_\_ External Interface Requirements 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

\_\_\_\_􀀀 User Interfaces 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

\_\_\_\_\_ Hardware Interfaces 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

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\_\_\_\_\_ Communication Interfaces 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

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\_\_\_ Attributes 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

\_\_\_\_􀀀 Availability 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

\_\_\_\_\_ Security 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

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\_\_\_ Other Requirements 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀 􀀀\_

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**1 Introduction**

**1.1 Purpose**

This document describes the software requirements for an online gaming website ([www.miniclip.com](http://www.miniclip.com))

**1.2 Scope**

The function of this website is to provide online games to small kids below 15 years without installing those games on their computers

**1.3 Overview**

The outline of this document is as follow: Section 1 contains some definitions and some important terms, Section 2 contains general description about online gaming, Section 3identifies the functional requirements, external interfaces, non-functional requirements and performance requirements of online gaming.

**1.4 Definitions**

* **Member**

Member is a term referred to the person who is member of our website and verified through an email or mobile number. Member can play all the games on website alone or in a multiplayer

.

* **Signup / Login**

User can sign up using his or her Facebook profile, email id or a mobile number to become member of website and to have all features of web site.

* **Multiplayer**

Multiplayer is involving several players into a video game and play or compete with each other. In this website user can play games in multiplayer modes with their friends or weekly competitions.

* **High Scores**

High scores is the highest number of scores scored by a user in a particular game played by him or her.

* **Reward Points**

These are the points awarded during gameplay to the user when the user performs some task or daily tasks or weekly challenge during gameplay this will help in improving their high scores.

**2. General Description**

**2.1 Product Perspective**

Online gaming does not work alone there are lots of factors affecting it like internet connectivity without it no game will be fetched from servers or database to play. Different interfaces for different work are being clearly specified.

**2.2 Product Functions**

The software should contain a capability to connect to database using internet and the devices on which it is being installed must also contain internet connectivity. The software must be connected to the servers and the database always. There must not be any single version of software for different devices different versions must be available.

Database

**Member 1….n**

Server

Internet

Fig. 1 Simple Structure for Online gaming

**2.3 User Characteristics**

There are several users of online gaming:

1. Members: The person who has joined the website or is a verified member of our software.
2. DBA: A dba is a user who has access to all the software and provides access to other users
3. Maintainer: Maintainer is a user of software who maintains the websites, report bugs and also upload new games or rewards in a game whenever needed. Also report errors to maintenance team.

**2.4 Abbreviations**

DBA: Data base Administrator.

CVV: card verification value

Server referred to as internet.

E-mail: Electronic mail address

**3 Specific Requirements**

**3.1** **Functional Requirements**

Specific requirements are organized in to two parts: First is requirements for online gaming website and second is requirements of the user

**3.1.1** **Requirement of online gaming website**

The requirements for the online gaming websites are organized as: General, Requirements for database, requirement for network.

**General**

Functional Requirement 1

* Description

Initialize the name, email, password and pin for sign up

* Input

Name in characters, email and password in alpha numeric value

* Processing

Storing the values entered in the database

* Output

Confirmation message registered successfully.

Functional Requirement 2

* Description

Initialize the username and password for login

* Input

Username and password in alphanumeric value

* Processing

Storing the values and checking whether true or not

* Output

Confirmation message login successful else login failed.

Functional Requirement 3

* Description

Form validation

* Input

Name in characters, email and password in alpha numeric value

* Processing

Storing the values entered and checking whether they are valid or invalid

* Output

Confirmation message valid.

Functional Requirement 4

* Description

Profile update

* Input

Name in characters, email and password in alpha numeric value, mobile number profile picture, date of birth

* Processing

Storing the values entered, in the database

* Output

Confirmation message profile updated successfully.

Functional Requirement 5

* Description

Types of game user want to select (menu driven)

* Input

Different types of games like action, adventure, story based etc.

* Processing

Checking whether the selected values are available

* Output

Confirmation message added to your profile

Functional Requirement 6

* Description

Latest Games

* Input

By mouse click or pressing enter the selection of new games

* Processing

Storing the values clicked by user in the database

* Output

Confirmation message added to your profile successfully.

Functional Requirement 7

* Description

Reward points

* Input

Scores added to high scores of user whenever he clear’s a round of game

* Processing

Storing the values entered in the database to the profile of user

* Output

Shows the reward points in high scores in user profile

Functional Requirement 8

* Description

Nearby friends

* Input

Location of user and other friends of users

* Processing

Nearby people present during game

* Output

List of users present online nearby of current users.

Functional Requirement 9

* Description

Guest section for nonmembers

* Input

Only username

* Processing

Provide with a unique guest id for 3 hours validation

* Output

Confirmation message successfully logged in as guest

Functional Requirement 10

* Description

Daily or weekly competitions

* Input

By Dba about weekly or daily competitions for a game

* Processing

Establishing connection to the server

* Output

Confirmation message connected to the server

Functional Requirement 11

* Description

High scores

* Input

High scores for every game played by user at one place and performance graph

* Processing

Analyze previous and new high score in a particular game and making a graph for it

* Output

Graph representation of user performance in a particular game and high scores

Functional Requirement 12

* Description

Paid games

* Input

Username and payment details like card number and cvv

* Processing

Checking for particular game and performing transaction through a secured gateway

* Output

Transaction completed successfully and game is added to your profile else transaction failed

Functional Requirement 13

* Description

Demo games

* Input

On selection of a demo game by a user name of that game

* Processing

Storing the values and providing user with only demo of game

* Output

You can only play the demo rest you have to buy

Functional Requirement 14

* Description

Leaderboard

* Input

High scores of all the user according to country or city

* Processing

Organizing users in descending order of their high scores

* Output

List of users on leaderboard and rank of a user according to country and city

Functional Requirement 15

* Description

Multiplayer

* Input

Selection of a game which is multiplayer supported

* Processing

Checking multiplayer supported or not and establishing a connection to server

* Output

Confirmation message Connected to multiplayer else connection problem

Functional Requirement 16

* Description

Controls Description and simulation

* Input

Controls for different games

* Processing

Checking of controls pressed correctly or not

* Output

Pressed right control left to move up and down to jump and crouch etc.

Functional Requirement 17

* Description

Forgot password if a user forgot password then there must be reset password option

* Input

Recovery Email or mobile number and new password

* Processing

Checking whether email or mobile number is valid and sending an otp to mobile number and email id after that if otp is valid than asking for new password and updating it in database

* Output

Confirmation message password changed successfully

Functional Requirement 18

* Description

Reset password option in profile

* Input

Previous and new password in alphanumeric value

* Processing

Checking whether previous password is correct and changing new password with previous one in database

* Output

Password reset successfully

Functional Requirement 19

* Description

Logout

* Input

Pressing of log out button on screen

* Processing

Save the user progress in database and log out from his profile

* Output

Confirmation message logged out successfully

**3.1.2 Requirements of the system for the user**

These requirements are main requirements for users to play games online

Functional Requirement 1

* Description

Adobe flash player must be installed

* Input

Download link for adobe flash player

* Processing

Download and install adobe flash player

* Output

Confirmation message adobe flash player is installed

Functional Requirement 2

* Description

Internet connectivity

* Input

Sending data to internet to check whether internet connection is there

* Processing

Establishing connection with database through servers

* Output

Confirmation message successfully connected to internet and database else no internet connection

Functional Requirement 3

* Description

Password change user must change password every one month

* Input

Previous password and new password

* Processing

Storing the new password in database for particular user

* Output

Password changes successfully

**Server**

**To Database**

Database

Challenges

Login/Signup

Password

Change

Daily

Weekly

Change after One Month

Reset Password

Sign up Details Validation

Login Details Check

**Fig 2 Hierarchical Representation Must be used for every Level**

**3.2 External Interface Requirements**

**3.2.1 User Interface**

The user interface must fulfil ergonomic requirements of online gaming. User can interact via keyboard or mouse and pressing of any wrong key will prompt an error message that wrong key pressed. Also the user interface must be interactive with great games showing sliding on the screen and list of games below it. The website must also provide some videos on home screen how to get started.

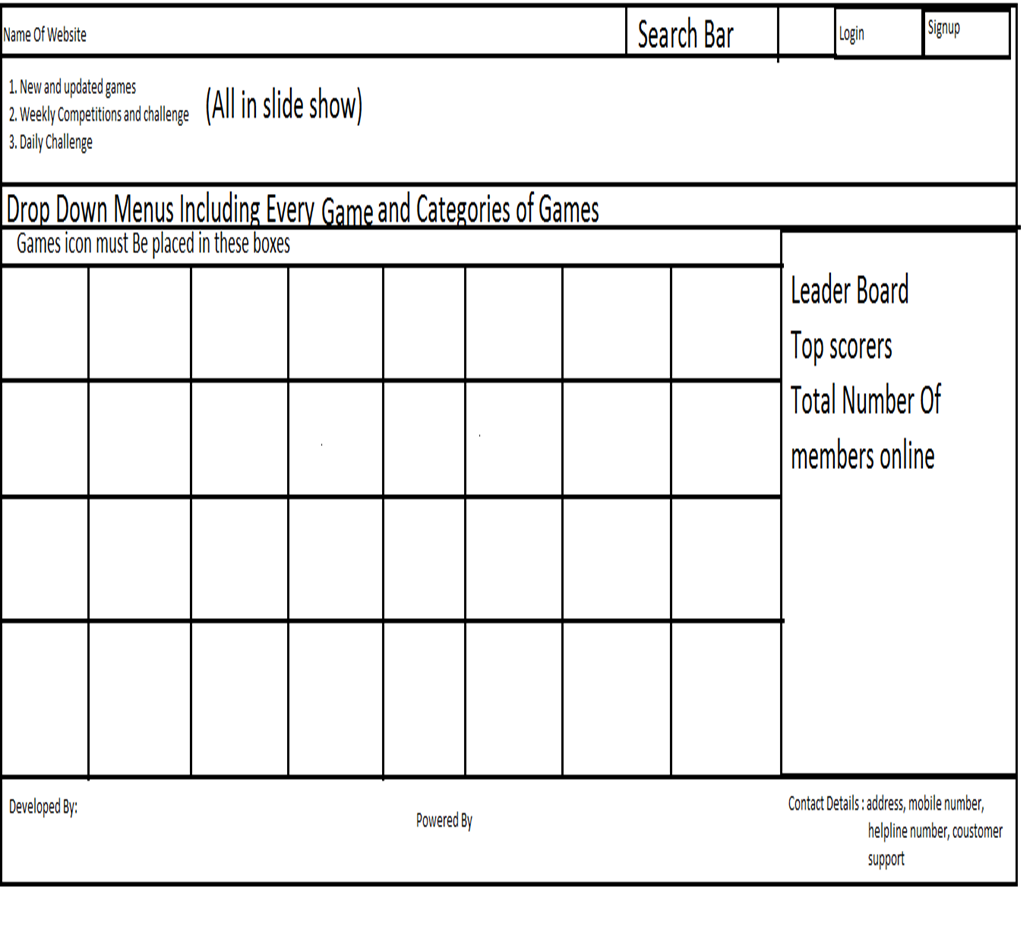


Fig 3. User Interface (Representation)

**3.2.2 Hardware Interface**

The software must have to provide interfaces to following hardware:

1. Speakers and microphones
2. Webcam
3. Pointing devices and keyboard
4. Connectivity through various interface cards for network connectivity

**3.2.3 Software Interface**

The online gaming have to provide software interfaces to following:

1. Running on every version of windows Operating System
2. Also able to run on mac operating system

**3.2.4 Communication Interface**

The main working of online gaming is only possible if a device is connected to the internet also multiplayer function also requires communication between different users playing on multiplayer so the online gaming software must provide that.

**3.3 Performance Requirements**

**Performance Requirement 1**

* **Description**

Error message should be displayed at least 30 sec.

**Performance Requirement 2**

* **Description**

If there is no response of user for half an hour then it must be logged out automatically

**Performance Requirement 3**

* **Description**

If internet connection is not there then it must provide a way to improve that by provide contact with our helpline team or online help form.

**Performance Requirement 4**

* **Description**

If user enter wrong password for more than three times than there must be a prompt of forgot password.

**3.4 Attributes**

**3.4.1 Availability**

The gaming website must be available on the internet very easily there must not be any crashing of the website.

**3.4.2 Security**

The website must be secured from fishing attacks and other sql injection techniques

**3.4.3 Maintenance**

The maintenance of the website is done by a maintenance team that must provide maintenance to our website and also report errors and bugs present or injected by any other means and they must update website every week with new games and tasks.

**3.4.4 Hosting**

Hosting opted by the website must be of a good company and it must not crash always because of more number of users.

**3.4.5 Transferable/ Easily Modifiable**

The code of the software must be easily modified no complex algorithm must be used in developing the software. It can be transferable from one platform to other easily.

**3.5 Other Requirements**

**3.5.1 Database**

Database connectivity is very necessary for this project all the games and user data is stored in the database in a hierarchy. Database is backbone of this project.

**3.5.2 Constant Internet Speed**

Speed of internet must be constant when playing games online

Performance requirement 􀀀

􀀀 Description

Error message should be displayed at least \_\_ sec\_