Cairo University  
Faculty of Computers and Information



**CS251**

**Software Engineering I**

Project Name

Software Requirements Specifications

Team Names

Month & Year

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# Team

|  |  |  |  |
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# Document Purpose and Audience

* **the document is describe a website that teach a students solving problems throw games playing and help a teacher to develop and create games pattern, a children people is expected to see this games.**
* **(student , children people, programmers, developers ,games companies )**

# Introduction

## Software Purpose

* **the purpose of the software is helping people to learn online before learning in schools   
  and learning from internet is more exciting than nearing learning.**

## Software Scope

* **the software scope A good analogy is the way**[**personal computers**](http://www.webopedia.com/TERM/P/personal_computer.html)**are built up from a collection of standard components:(computers,internet,games,mouse as access point,brain and account)**

**Major features: The major features of a**[**phase diagram**](https://www.boundless.com/chemistry/definition/phase-diagram/)**are**[**phase boundaries**](https://www.boundless.com/chemistry/definition/phase-boundary/)**and the**[**triple point**](https://www.boundless.com/chemistry/definition/triple-point/)**.**

**, Phase diagrams demonstrate the effects of changes in**[**any**](https://www.boundless.com/chemistry/definition/pressure/) **thing on the state of**[**matter**](https://www.boundless.com/chemistry/definition/matter/)**.**

**, At phase boundaries, two phases of matter coexist (which two depends on the phase transition taking place).**

**The triple point is the point on the phase diagram at which three distinct phases of matter coexist in**[**equilibrium**](https://www.boundless.com/chemistry/definition/equilibrium/).

|  |  |
| --- | --- |
| LTI | Learn though Internet |
| NFTG | Not found this game (in search) |
| RYG | Rate your gamed |

# Requirements

## Functional Requirements

The website of the game must be able to :

* **Create an account:**
* **log in**
* **Choose the game**
* **Start playing**
* **Stop the game**
* **Rate game**
* **Write comment(studet)**
* **Response for comments (teacher)**
* **Create new game or delete the game (teacher)**
* **Log out**

**1-Create an account**

2.1.1.Everystudentmust be create an account on the website(account type student).

The student account will contain student’s basic information like name, password ,age, gender.

2.1.2.Every teacher must be create an account on the website.(account type teacher) The teacher account will contain teacher’s basic information like name, age, gender

**2-Log in**

2.2.1. the teacher must be have an account and can log in by write his name and password and press log in as teacher(only) . the page will sho his home page.

2.2.2.. thestudent must be have an account and can log in by write his name and password and press log in as student (only) . the page will sho his home page.

**3-Choose the game**

After log in the student can choose any category ad choose any game .

And teacher can choose only the game that he create it.

**4-Start play**

After choosing the game the student can press start playing and the game will be start

And the teacher after choose tha game that he create it , he can press on start play and the game will be start.

**5-Stop the gam**

the student or the teacher after play or while he playing can be press on stop play and the game will be stop and the Scores he/she get in each game will be save.

**6-Rate the game**

After stop game the student can be press on rate the game and choose the rate level((interesting, normal, boring)and press on save.

**7-Write comment(studet)**

After stop playing student can be write an comment by press on write comment and press on enter comment and the comment will be saved.

**8-Response for comments (teacher)**

The teacher can be response for student comment on the game that he create it by press on respone for comment and write comment and press on enter commentand the comment will be saved.

**9-Create new game or delete the game (teacher)**

The teacher after log in he can create new game be press on create new game and save it

Or delete the game that he create it by press on delete and save and the game will be remove.

**10-log out**

The teacher or student can press on log out and the accont will be log out to the main page on the website.

## Non Functional Requirements

**1- Performance**

Short response time.Open the account must be smaller than 5 seconds. And the response timefor save game or delet game or enter comment must be below 1seconds

**2-Security**

accessible and usable only in authorized ways by authorized users(students and teachers).

**3-Scalability**

able to be used by varying numbers of users, or with varying amounts of data.

**4-Multiple Playrs**

The game must be play by many players on the same time .

# System Models

## Use Case Model

## 

## Use Case Tables

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 1 | |
| Use Case Name: | Have an account | |
| Actors: | Teacher | |
| Pre-conditions: | Teacher out of website | |
| Post-conditions: | Teacher can be try and create game and respond | |
| Flow of events: | **User Action** | **System Action** |
| 1- teacher sign up for web | 1- System Verify teacher data |
| 2-receive confirmation code on his mail | 2-system is ready for use |
| 3- he can use his properties in web |  |
|  |  |
|  |  |
| Exceptions: | **User Action** | **System Action** |
| 1-using invalid email | 1- network is idle |
|  |  |
| Includes: |  | |
| Notes and Issues: |  | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 2 | |
| Use Case Name: | Try game in website | |
| Actors: | Teacher | |
| Pre-conditions: | He have an account in normal mode | |
| Post-conditions: | Game is trying to play that have been created in past | |
| Flow of events: | **User Action** | **System Action** |
| 1- teacher try his game after created | 1-system in work with new games |
| 2-student start in playing | 2-it can stop with any bug or an error |
|  |  |
|  |  |
|  |  |
| Exceptions: | **User Action** | **System Action** |
| None | none |
|  |  |
| Includes: |  | |
| Notes and Issues: |  | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 3 | |
| Use Case Name: | Create new game | |
| Actors: | Teacher | |
| Pre-conditions: | He have an account in normal mode,and web is empty | |
| Post-conditions: | Teacher has a capabilities for editing in site and student starting in playing  Game,achieve,rate and write comment for games | |
| Flow of events: | **User Action** | **System Action** |
| 1- teacher think in game idea | 1-game is take a time to created |
| 2-teacher create game that belong to any learning scope | 2-website is increase of data |
| 3-students can achieve your scores |  |
| 4- students can rate your games after playing it. |  |
| 5- students write comments for games. |  |
| Exceptions: | **User Action** | **System Action** |
| 1- invalid information. | 1-system paused or bug |
|  |  |
| Includes: |  | |
| Notes and Issues: |  | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 4 | |
| Use Case Name: | Edit or remove game | |
| Actors: | Teacher | |
| Pre-conditions: | Game is standard in web | |
| Post-conditions: | Game have been edited to add features or deleted | |
| Flow of events: | **User Action** | **System Action** |
| 1- teacher created game | 1-memory of web is increase or decrease |
| 2-edit it if he discover any update |  |
| 3-remove games that contain many errors or bugs |  |
| 4- students can play it in new updating |  |
|  |  |
| Exceptions: | **User Action** | **System Action** |
| 1- enter wrong email | 1-system well back in starting |
|  |  |
| Includes: |  | |
| Notes and Issues: | This use case in extend from create new game | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 5 | |
| Use Case Name: | Respond for comment | |
| Actors: | Teacher | |
| Pre-conditions: | Game in normal mode without any opinions | |
| Post-conditions: | There are comments for each game | |
| Flow of events: | **User Action** | **System Action** |
| 1- teacher created game | 1-store information for games ,students and teachers |
| 2- students can play it |  |
| 3-after playing,they write a comment for games |  |
| 4-teachers reply for students' comments |  |
|  |  |
| Exceptions: | **User Action** | **System Action** |
| 1- enter wrong email | 1-system well back in starting |
|  |  |
| Includes: |  | |
| Notes and Issues: | This use case in extend from create new game | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 6 | |
| Use Case Name: | Have an account | |
| Actors: | Student | |
| Pre-conditions: | student out of website | |
| Post-conditions: | Now Students can play, rate games | |
| Flow of events: | **User Action** | **System Action** |
| 1- student create an email free | 1- System Verify student data |
| 2-receive confirmation code on their emails | 2-system is ready for use |
| 3- he start in enjoying in games |  |
|  |  |
|  |  |
| Exceptions: | **User Action** | **System Action** |
| 1-using an invalid mail | 1-network is idle |
|  |  |
| Includes: |  | |
| Notes and Issues: |  | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 7 | |
| Use Case Name: | Play game | |
| Actors: | Student | |
| Pre-conditions: | student has an email only | |
| Post-conditions: | Games is played by students | |
| Flow of events: | **User Action** | **System Action** |
| 1- student create an email free | 1-system show the design of game to users |
| 2-he choose a game which he loves |  |
| 3- he start in playing |  |
|  |  |
|  |  |
| Exceptions: | **User Action** | **System Action** |
| None | 1-errors in games |
|  |  |
| Includes: |  | |
| Notes and Issues: |  | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 8 | |
| Use Case Name: | rate game | |
| Actors: | Student | |
| Pre-conditions: | student has an email only | |
| Post-conditions: | Games is shown to students and rated it | |
| Flow of events: | **User Action** | **System Action** |
| 1- student create an email free | 1-system show the design of game to users |
| 2-he choose a game which he loves |  |
| 3- he start in playing or rate it without playing |  |
|  |  |
|  |  |
| Exceptions: | **User Action** | **System Action** |
| None | 1-errors in games |
|  |  |
| Includes: |  | |
| Notes and Issues: |  | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 9 | |
| Use Case Name: | Write comment | |
| Actors: | Student | |
| Pre-conditions: | student has an email only | |
| Post-conditions: | There are many comments For every games | |
| Flow of events: | **User Action** | **System Action** |
| 1- student create an email free | 1-store information for games ,students and teachers |
| 2-he look to game in design or difficulties |  |
| 3- he write good comment or bad comment through his overview |  |
| 4-teachers reply to students' comments |  |
|  |  |
| Exceptions: | **User Action** | **System Action** |
| None | 1-errors in games |
|  |  |
| Includes: | This use case is included from respond for comment | |
| Notes and Issues: |  | |

# Ownership Report

|  |  |
| --- | --- |
| **Item** | **Owners** |
| Purpose , Introduction (Scope , Purpose, Definitions , Acronyms ,and Abbreviations) | *Mena Mounir* |
| Requirements (Functional and non-functional) | *Mohamed Mahmud* |
| Use case (Model and Tables) | *Ahmed Saber Ahmed* |

# Policy Regarding Plagiarism:

**Students have collective ownership and responsibility of their project. Any violation of academic honesty will have severe consequences and punishment for ALL team members.**

1. تشجع الكلية على مناقشة الأفكار و تبادل المعلومات و مناقشات الطلاب حيث يعتبر هذا جوهريا لعملية تعليمية سليمة
2. ساعد زملاءك على قدر ما تستطيع و حل لهم مشاكلهم فى الكود و لكن تبادل الحلول غير مقبول و يعتبر غشا.
3. أى حل يتشابه مع أى حل آخر بدرجة تقطع بأنهما منقولان من نفس المصدر سيعتبر أن صاحبيهما قد قاما بالغش.
4. قد توجد على النت برامج مشابهة لما نكتبه هنا أى نسخ من على النت يعتبر غشا يحاسب عليه صاحبه.
5. إذا لم تكن متأكدا أن فعلا ما يعد غشا فلتسأل المعيد أو أستاذ المادة.
6. فى حالة ثبوت الغش سيأخذ الطالب سالب درجة المسألة ، و فى حالة تكرار الغش سيرسب الطالب فى المقرر.