**CHAPTER-3**

**REQUIREMENT SPECIFICATION**

**3.1 Hardware requirements:** The project is optimized to run any hardware, as requirements are minimal. The minimal requirements are:

* Processor Speed: 800 MHz
* RAM Size: 128 MB DDR
* Keyboard: Standard QWERTY serial
* Mouse: Standard serial mouse
* CD-ROM: Speed 48x and above
* Cache memory: 256 KB
  1. **Software requirements:** This software can be installed and run in the system which has the following software installed in them:
* Operating System: LINUX
* Compiler Used: C/C++
* OpenGL API and Its Library Functions
  1. **Development platform:** Ubuntu 10.04 and Eclipse
  2. **Language used in coding:** C language

**3.5 Functional Requirements:** The whole project is divided into many small parts known as functions and these functions would take care of implementing particular parts of this project which makes the programming easy and effective. Each function takes the responsibility of designing the assigned parts hence we combined all the functions at a particular stage to get the final required design. The functions that are used to implement the Bascule Bridge are:

* **void sea( ) -** This function depicts the sea by drawing some horizontal lines on the window and translating them in the direction opposite to that of the ship. This function