
Software Requirements Specification

for

Game Zone

Version 1.0 approved

Prepared by:

Thakkar Amit (201901038)
Makwana Jigar (201901428)
Prajapati Parth (201901429)
Gohil Arpit (201901471)

DAIICT

16/10/2021

DESCRIPTION

The project will be an SQL database which will be created in a modern database management system. This will allow it to use the most modern features in DBMS. This will allow us to access the database through the provided GUI, pgadmin for postgres, or the CLI (command line interface), psql for postgres. So, the data can be conveniently modified or inserted into using these interfaces.

PostgreSQL, also known as Postgres, is a free and open-source relational database management system emphasizing extensibility and SQL compliance. PostgreSQL is a powerful, open source object-relational database system with over 30 years of active development that has earned it a strong reputation for reliability, feature robustness, and performance. PostgreSQL includes multiple features that are designed to help the developers in developing the applications, manage our data in the datasets, and managers can keep the data integrity, and create the Risk-tolerant environments.

The essential features of PostgreSQL are as follows:

- Compatible with Data Integrity :- It supports data integrity which includes the Primary Keys, UNIQUE, NOT NULL, Foreign Keys, Explicit Locks, Advisory Locks, Exclusion Constraints.
- Support multiple features of SQL :- PostgreSQL supports various features of SQL which include the MVCC (Multi-Version Concurrency Control), It supports multiple Indexing such as Multicolumn, Partial, B-tree, and expressions, Complex SQL queries, It supports transactions, Nested Transactions through Savepoints.
- Compatible with multiple data types :- Structured, Primitives, Geometry, Document (XML, JSON/JSONB)
- Highly extensible :- PostgreSQL is highly extensible because It supports procedural Languages such as Perl, PL/PGSQL, and Python, etc. and also has Stored procedures and functions.
- Secure :- It is safe because it provides a robust access control system and it supports Column and row-level security.
- Highly Reliable :- It is highly reliable and also provides disaster recovery as Active standbys, PITR (Point in time recovery), It supports WAL (Write-ahead Logging).

So using the PgAdmin which is one of the most famous and open-source management and development platforms for PostgreSQL , developers can develop and design many applications easily. Now, let's talk about the features of the project.

The project will have the following features for the GameZone management system.

- Player :-

We are making the game zone database management system to provide the best environment of playing games for players. So, players are the first requirement for any game zone, without players there is no meaning of Game zone. Players are the main source of earning money for managers, employees and owners of Game Zone. To experience the players, the features of this application like leaderboard, multiplayer games, Payment records to provide more consistency of transactions, rewards etc we need to store the personal details of players.

The Database will store the information of players like player id, player name, player age, height, weight, mobile number, email id, team id. Here we use player id as primary key in "player" relation. In the game zone, there are games which have some criteria like age, height and weight so the database stores the age, height, and weight of the player. In future if there are any updates or discounts or events in the game zone, they can contact their customer via their Email Id and mobile number. For the multiplayer games database stores the Team Id which is also unique for each team, so two or more Teams can't take the same Team Id. Team ID will be referred from Team entity.

The application will take care that the personal details of players do not leak by providing some restrictions like players can see their own profiles and also modify some allowed details. Players can see other player's details like name, score, rank but Players are not allowed to see other player's personal details like password, address, email id, contact number etc. Manager can also see the details of the player apart from the password field. Here the password can be reset by only the player.

- Game :-

Games are also the most important entity in our project. In a Gamezone there are various types of games available. Players will see the details of the game and after that they make a decision about which game they should play. So, to attract the players and manage all the games we need to store details of the games in our database.

The database application will store the details of games like name of game, type, mode, price of game, maximum amount of prize that the player can win by playing games etc. To determine all game details uniquely, the database application will give a unique Game ID to all Games. The name, type and mode will provide an overview of the game to players. Some games have

age restrictions like this game is only available for players who will satisfy the age criteria decided by the owner or manager. The default value of required age will be 3 years. Game Zone can have both types of games, online games and offline games. Mode will specify whether the game is online or offline. The Game Zone can have different types of solo, duo or multiplayer games like racing games, adventure games, action games etc. Type of game will provide this information to players. In gamezone, generally all the games are premium, you need to pay money if you want to play a game and the player should know the price of the game. Players can win some rewards according to the rank in the leaderboard, the application will store the maximum amount of prize money that the player can win by playing the game. This will also encourage players to play games. Location attribute will show the game location if the game is online then it will show room id and if it's offline then it will show the location address.

The details of the Game will be inserted or modified or deleted by the manager or employee (granted by the manager) . Players can retrieve the details of any game and enjoy the various types of game and also can win some exciting rewards. Players are not allowed to modify or delete any game details.

- Manager :-

Every organization or system has some management for their growth. Management is needed in order to coordinate the activities of a business and make sure all employees are working together toward the accomplishment of the organization's goals. For that we need managers to manage these things. In our game zone , to manage the whole system and to monitor employees work the system must need a manager.

The manager database will have the information like ID, name, mobile no., email address, details about profit and loss of the game zone etc. ID is used to uniquely identify the manager. Profits and Losses have information about a game zone's sales and expenses over a specified period of time. Other information will be taken to contact the manager like using email ID, mobile no., address etc.

Manager has to manage everything and for that he/she needs the whole control of the game zone. Means he/she must have the privilege of modifying the data, reading the data etc. Manager can read all information related to the game zone like employees data, players data, games data etc. Manager can modify the employees salary, delete any record of game history, remove the

account of any player in case of cheating or damaging the property of the game zone and there are many other information manager can modify.

- Employee :-

Gamezone can't be managed by only the manager. Manager needs some workers who can work under his guidance. Employees will have work like registration of players, supervising, managing payment details etc. So to manage and everything will work smoothly under the guidance of the manager the employees are needed.

Employees database will have the information like employee ID, name, mobile no., address, email ID, salary, Tasks etc. ID is used to uniquely identify each employee. Salary represents the amount paid by the manager per month to the employee. Tasks have the information of the work of each employee. Other information is used to contact the employees like using mobile no, email ID etc.

Employees can read and update his/her personal information except its salary (it can only be modified by the manager). They don't have any privilege to modify or read the details of the manager. They can read and insert the players' details. Some of the employees who are granted by the manager can modify the details of the game zone like price of game, rewards, etc.

- Membership :-

When players want to open their account in Game Zone, they have to choose a membership plan from a list of packages. According to the chosen plan players will be given privileges and features. All membership plans have different prices and validity periods. The database application will store the information of all packages like plan no. , price, validity of plan etc. Membership plans will be offered by Manager or owner. The insertion, modification and deletion on the list of memberships can be performed by only the manager. Players can view the details of plans , but can't modify it.

- Account :-

When Player visits GameZone, he will be asked to open his account in the GameZone system. For that he has to choose a membership package and pay some money and upload some required documents and details as decided by the owner. After this process, one debit card will be provided to the player by gamezone. Using this debit card, players can make payments and get prize money. So all details related to money will be stored in the account class.

Account relation contains the field, player_id, account_id, debit_number, current_balance, date_of_joining, username and password. Field player_id is referenced from the “player” relation, account_id is autogenerated which is unique and assigned by application to each player, debit_number will be provided by game zone, current_balance shows the amount that in the account which will be updated when any transaction happen between player and game zone, date_of_joining is the date that first time player visited game zone, username is unique for all players which is selected by player and using this player can login to the website.

Players are allowed to see their Account details, but they aren't able to see other player details. Players are not allowed to modify or delete any records. Manager can also see the account details of all players but can't modify it. Manager can delete the account of any player if the player is found to violate any term and condition, or his validity of the package is finished and the player has not renewed membership yet.

- Transaction :-

As we have discussed above, we will give the debit card to all players when they open their account in Game Zone and we are storing the current balance of the player in the Account entity. Players will pay the price for playing the game and also may win or lose some rewards in game, and it will affect the current balance of the player. So, we need to store the all-transaction records in the database application as a proof of transaction . For that we make the class of Transaction, which has the information of transactions like Player ID, Game ID, Amount paid/win/loss, Date and Time of payment, method of transaction etc. To uniquely determine all records, we need to add one more attribute Payment No. for each player. The Combination of Player ID and Payment no. will become the primary key of Transaction. We will take the reference of Player ID from Player Entity and Game ID from Game Entity. The information of the amount transferred helps the application to update the balance of the player efficiently.

If we talk about multiplayer games, then all the members of the team need to pay for playing the game. And the rewards and losses will be equally divided to all members of the team. So, the case of multiplayer is also handled as an individual player's payment.

Players are allowed to retrieve transactions from their own account. But they are not allowed to modify or delete any records. Players are not allowed to see other player's transaction details. Manager and employees (Granted by Manager) are allowed to retrieve the information of transactions. But they can't

modify or delete it. The updating in the Account will be done by application as any record will be inserted in the transaction.

- Team :-

In GameZone, there are some multiplayer games and to play multiplayer games, players are required to make a team and register a team in gamezone.

The database application will store the information about the team like team name, game id, team rank and the number of games won. All the members of the team should be members of the game zone. To uniquely determine all teams, team_id will be provided by the application, team_name can be decided by the team members, team rank shows their position on the leaderboard of the game, and no. of game wins shows how many game teams won.

Here players are allowed to view their own team's profile as well as the team member's profile. Some fields like rank, no. of games won will be automatically updated in the database.

- Game history :-

Game History is one of the most important parts of our Game zone management system. The Game History database stores all the past information of players till now. The information which it stores is all the games details the individual player has played, game performance details like scores, how many levels has completed ?, achievements, no. of won and loss games, how much reward the player has got in different games ?, date and time of when the player has played that game ? etc.

Now why do we need all this information ? This information helps the player to see their past gaming history about individual games. It has the game performance, scores and rank which helps the player to see their performance so that he/she can improve that. The owner/manager of the game zone can identify which player has the most amazing performance of all time?, Which games are played most till now?, Which player gets the highest rewards including all games he/she has played till now? etc. From all this information, Owner and game developers get to know which games are underrated or have the least popularity among players so they can improve or can remove those games. So as a business perspective for the owner, game history is a very important entity of the game zone.

For the Game history database, we need Record no., Player ID, Game ID, Player's Score, Level, Rank, the number of won and lost games, win rate, rewards, date and time etc. Record no. will uniquely identify all the records. Player ID and Game ID to get the details of player and the game details he/she has played and For the game statistics and performance, player's score, rank, level all these details are needed. Date and time fields are needed to store when the player has played all those games. This information will be taken from Player, Game and Leaderboard entities.

Every player can only see their own Game history details. He/she has no privilege to modify the details. Employees and manager can see all players' gaming history details but employees can't make any change but the owner has the privilege to remove or delete the record in case of banning the account or deleting the account.

- **LeaderBoard :-**

A leaderboard is the most commonly used game feature in all types of games nowadays. Leader-boards are used for displaying the ranking of the players in competitive games. Such as BGMI, COD, Free Fire etc. for example in BGMI games, The players are participating in tournaments and competing with other players. The result of the tournament is displayed in the leaderboard with their ranks, name and rating points, win rate etc. It also has the leaderboard in the other modes of the game.

The purpose of a leaderboard is to show players where they rank in a gamified system. Those at the top enjoy the notoriety it brings; as for everyone else, the leaderboard shows them where they stand relative to their peers. Often, the very presence of a leaderboard can elicit the desire to play. The simple goal of rising up the rankings serves as a powerful motivator to continue. People like to keep score. Understanding this and providing easy ways to do it is a great way to foster engagement in gameplay. For some, the mere sight of their rank on the leaderboard is all the reward they seek. When it comes to cost-effective gamifying tools, nothing beats a leaderboard. The trick to leaderboards is designing them in such a way that they encourage players to stay in the game. Leaderboards should always be encouraging, never discouraging.

Leaderboard database will have the information like Player Id, Game ID, Scores, Ranks, Win rate etc. Player ID and Game ID are used to uniquely identify the player and game respectively. Score is calculated on many bases, for example using survival time, using the number of kills, etc. Win rate shows the consistency of the player in that game.

All players, Employees and Manager have the privilege of reading the leaderboard but not have the privilege of modifying any details of the leaderboard.

- Lobby :-

The database application will store the details of players who are currently playing in Game Zone. Here, the application should have the information about which player is playing now? Which game is he playing? At which location is he playing? What is the current status of a player means the player is playing or has finished? This is all the information we need to maintain the players who are currently waiting to play a game.

We are going to store the information like Player ID, Game ID, Location, number of players playing game (corresponding to game ID), date and time, and current status of player in Lobby. We need Player ID and Game ID to uniquely determine any tuple; we will take this information from the Player and Game entity. Location, date and time will give extra information to manage the list. In current status there are two possible status: Playing and Finished.

Here, in Game details we have given the capacity of the game which denotes the maximum number of players that can play at a time. When a player will login into the game, we will compare the number of currently playing players with the capacity of the corresponding game, and if capacity has not been reached, we will add him into the currently playing players list and set its status playing, otherwise we will add the player to the waiting list. When a player logs out from the game, we will set the status of the player finished. After login or logout in game, we will update the number of currently playing players in the corresponding game. When any player logs out from the game, we will check in the lobby that any player is waiting for a corresponding game, if yes then we will add into this list and set his status playing and update the number of currently playing players. For multiplayer games, teams will be handled individually as above.

Any insertion, modification and deletion will be done by the application automatically according to the information stored in This list, waiting list and game history. Players are not allowed to view or modify this list. Manager can give a role to any employee to manage this list. Manager can retrieve the information about currently playing players. But he can't modify it.

- Waiting List (Queue):-

The database application will store the details of players in the waiting list who are waiting to play a specific game. For that we need the information like, which player is waiting? For which Game? That's why we will store Player ID, Game ID and Game session time (From when the player is waiting to play the corresponding game) in the Waiting list. Combination of Player ID and Game ID will determine all tuples uniquely. We have taken the reference of Player ID from Player Entity and Game ID from Game Entity.

As we have discussed above, When the player will login into any game, we will check whether the number of currently playing players reached the capacity of the corresponding game or not. If yes then we will add the player's details and the session time into the waiting list. As any player's status who is playing the same game changes to "Finished", we will remove it from the currently playing player's list (lobby). We will find the earliest player that is waiting for that game, if found then we will remove him from the waiting list and add into the currently playing player's list and change the status of him to "Playing". So, to find the earliest player, we need game session time that denotes the time from when the player is waiting for the corresponding game. For the multiplayer games we will handle the waiting list individually same as above.

All tasks will be done by the database application automatically using the Currently playing player's list. Manager can retrieve the details of the waiting list, but can't modify it. Manager can grant permission to any employee to manage the waiting list. Players are not allowed to view or modify any details of the waiting list.

All Extracted Nouns & Verbs from Problem Description

Nouns	Verbs
Above	Access
Account	Add
Account id	affect
Achievements	allow
Action	Alter
Address	ask
Administrator	Auto generate
Adventure	Automate
Age	Ban
Application	become
attribute	Change
Awareness	Check
balance	choose
Capacity	compare
class	Compete
Company	Connect

Competition	contact
Consistency	Contain
Constraints	Create
Contact number	Decide
criteria	Delete
Current balance	denote
customer	Design
Database	determine
Date	Develop
Date of joining	Differ
Debit Card	discuss
Debit card no.	Display
Desire	divide
detail	Editing
Developer	Entertain
discount	Find
documents	finish

Employee	Follow
Engagement	Foster
Engineers	get
Entity	Give
events	Grant
feature	Handle
field	Help
Foreign key	Identify
Game Interfaces	Improve
Game mode	Insert
Game Name	leave
Game session time	Log out
Game Type	login
Gameplay	Loss
GameZone	Maintain
Geometry	Make
Goal	ManagelImprove

Height	modifyUnderrate
History	Pay
information	Play
Integrity	process
Interface	Provide
Keys	reach
Leaderboard	Read
Level	referenced
list	remove
Lobby	reset
location	Restrict
Locks	retrieve
Manager	Revoke
Member	Scroll
Modern	Secure
Modes	see
money	Seek

Motivator	Select
multiplayer	Serves
Notoriety	set
Owner	Show
password	Specify
Past	Spend
Payment	Store
Payment No.	take
Peer	Task
People	Travel
Performance	Type
permission	Underrate
PgAdmin	Update
Player	Upload
Player Age	use
Player ID	view
Player Name	visit

Player team	Wait
PostgreSQL	Win
Primary key	Work
Primitive	
Privilege	
Prize	
profile	
Queue	
Racing	
Rank	
Rating	
Record	
Recovery	
reference	
relation	
Rewards	
role	

Rules	
Salary	
Score	
Security	
Stand	
Statistics	
Status	
Storage	
Survival	
System	
Table	
Team	
Team ID	
Team Name	
Team rank	
Time	
Tournament	

Transaction	
tuple	
username	
vacancy	
Waiting list	
Website	
Weight	
Win rate	
Membership	
Type	
Validity	
Membership No.	

All Accepted Nouns & Verbs list

Candidate Entity Set	Candidate attribute set	Candidate relationship set
Player	Account ID	Play
Game	Address	Wait
Manager	Age	Currently Playing
Employee	Amount	Manage
Leaderboard	Current Balance	Hire
Game History	Date and time	History
Lobby	Date of joining	Open
Transaction	Debit number	Give Reward
Waiting list	Email ID	Pay
Account	Employee ID	Create
Team	Employee Name	
Membership	Game ID	
	Game Name	
	Height	
	Location	
	Login Time	
	Loss	
	Manager ID	
	Manager Name	
	Mobile no.	
	Mode	
	No. of Players	
	Password	
	Plan no.	

	Player ID	
	Player Name	
	Price	
	Profit	
	Rank	
	Record no.	
	Required Age	
	Reward	
	Salary	
	Status	
	Team ID	
	Team Name	
	Transaction ID	
	Transaction Method	
	Transaction Type	
	Type	
	Username	
	Validity	
	Weight	
	Win rate	

All Rejected Nouns list with reason of rejection

NOUN	REJECT REASON	VERB	REJECT REASON
Above	General	Access	Vague
Achievements	Irrelevant	Add	Duplicates
Action	Attributes	Affect	General
Administrator	Irrelevant	Allow	General
Adventure	Attributes	Ask	Irrelevant
Application	General	Automate	Associations
Attribute	Duplicates	Ban	Attributes
Awareness	General	Become	Vague
Balance	Duplicates	Change	Associations
Capacity	Attributes	Check	General
Class	Duplicates	Choose	Vague
Company	General	Compare	Duplicates
Competition	Irrelevant	Compete	Attributes
Consistency	Vague	Connect	Irrelevant
Constraints	Associations	Contact	Attributes
Criteria	Duplicates	Contain	Irrelevant
Contact Number	Duplicates	Decide	General
Customer	Duplicates	Denote	Vague
Database	General	Design	General
Debit Card	Duplicates	Determine	Irrelevant
Desire	Irrelevant	Develop	General
Detail	General	Differ	Vague
Developer	Vague	Discuss	General

Discount	Irrelevant	Display	Duplicates
Documents	Vague	Divide	Duplicates
Engagements	Associations	Entertain	Irrelevant
Engineers	Irrelevant	Find	Vague
Entity	Duplicates	Finish	General
Events	Vague	Follow	Attributes
Feature	Irrelevant	Foster	Vague
Field	General	Get	Associations
Foreign Key	Associations	Give	Associations
Game Interfaces	Duplicates	Grant	Associations
Game play	Irrelevant	Handle	General
Game Zone	General	Help	General
Geometry	Irrelevant	Identify	Associations
Goal	Attributes	Improve	Associations
History	General	Leave	General
Information	General	Log out	General
Integrity	Associations	Log in	General
Interface	Irrelevant	Make	Duplicates
Keys	Vague	ManageImprove	Associations
Level	Attributes	modifyUnderrate	Duplicates
List	Irrelevant	Pay	General
Locks	Vague	Play	General
Modern	Irrelevant	Process	Vague
Money	Duplicates	Provide	Vague
Motivator	Irrelevant	Reach	Attributes
Multiplayer	Attributes	Read	General

Notoriety	General	Referenced	Associations
Past	General	Remove	Duplicates
Payment	Duplicates	reset	Irrelevant
Peer	Duplicates	Restrict	Attributes
People	General	retrieve	Vague
Performance	Duplicates	Revoke	Vague
Permission	Associations	Scroll	Irrelevant
pgAdmin	General	Secure	General
PostgreSQL	General	see	Vague
Primary Key	Associations	Seek	Attributes
Primitive	Associations	Serves	Associations
Privilege	General	Show	Duplicates
Price	Attributes	Specify	Irrelevant
Profile	Irrelevant	Spend	Duplicates
Queue	Irrelevant	Store	General
Racing	Attributes	Take	Duplicates
Rating	Duplicate	Task	Duplicates
Record	General	Travel	Irrelevant
Recovery	General	Type	General
Reference	Associations	Underrate	Attributes
Relation	Associations	Use	General
Reward	General	View	General
Role	Irrelevant	Visit	Vague
Rules	General	Wait	Attributes
Score	Attributes	Work	Duplicates
Security	General		

Stand	Associations		
Statistics	General		
Status	Attributes		
Storage	General		
Survival	Irrelevant		
System	General		
Table	Duplicates		
Tournaments	General		
Tuple	General		
Vacancy	Attributes		
Website	General		

E-R Diagram

