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

05/10/2021

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1. Introduction

1.1. Purpose

This Game zone management system's SRS main objective is to provide a base for the foundation of the project. It gives us a view of "how the system works?" And "what are the users expectations?". It gives the detailed description of functional and non-functional requirements proposed by the customer.

The Purpose of this document to build a system that store player data, game states, manage players details those who played games in GAME ZONE and also to manage their payments how much they paid, How much they won etc, information on performance, and maintain the environments that developer teams have put so much effort into.

1.2. Document Convention

The document is prepared using Microsoft Word 2019 and has used the font type 'Arial'. The fixed font size that has been used to type this document is 13pt with 1.5 line spacing. It has used the bold property to set the headings of the document. All pages except the cover page are numbered, the numbers appear on the lower right hand corner of the page. Every image and data table are numbered and referred to the in the main text
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1.3. Intended Audience and Reading Suggestions

Engineers who can review project capabilities and easily understand where their efforts need to be identified to improve or add other features to it (create and write an application - set future development guidelines). Project evaluators can use this document as their basis testing strategy as some bugs are easy to find using requirements document. In this way the testing becomes more well organized.

The document is intended for all the players, game developers Designers, Maintainers and for any person who develop their game zone. The audience going to play game online is assumed to have basic knowledge of accessing a website, surfing and knowing about it controls.

Please prefer a rule book before playing a game.

1.4. Product Scope

Today, Games are one of the most used mode for Entertainment same like TV, Movie, Music. The culture of gaming never existed in India. It is now that we see, that a potential market for games has emerged. This is because of the new generation which is not only acquainted but also equipped with digital media. Once the gaming Industry develop in India, it will grow to be one of the best markets in the world. It is also told that the gaming industry has generated great opportunities for game developers. It is growing in various platform like mobile, PC, Game Zone etc. Our application also based on the managements of Game Cafe and Online gaming platforms.

This Game Zone Management System is designed with the hope of making all the day to day works of Game Zone automated such that one can easily manage all tasks of game zone. The purpose of the Game Zone management system is to give the best environment for Game Developers, Organizers and online gamers as well as offline by maximizing the profit, minimizing the workload and getting improvement in performance of management.

This application helps owner of game zone to store details of all its games like name, type, Information, price of game, game duration, modes etc, the details of players like ID, game records, payment records, achievements etc and owner can also track all these details in real time with game history. It can also have multiplayer feature, so that you can also enjoy various online multiplayer games in team.

By adding some more features one can develop his own automated offline Game Zone in which Most of the works will be done by the application, so it reduce the work load and also satisfy the players and owner by its excellent performance.

One can also use our application to develop Game store, which only takes the records of games and customers. We can also modify application to focus on Single Game like, It also can be used in future to develop online gaming platform like Battleground Mobile India(BGMI), Counter Strike, Dream11 using Artificial Intelligence, Machine learning, web development with application.

This application also can be upgraded in future by adding AI, ML to use in the International or National gaming tournaments like Indian Premier League (IPL), FIFA, Olympic, Kaun Banega crorepati (KBC) etc. One can also modify the feature's of application to use it to easily manage small or big gaming tournaments in college, school or society in less time and less cost.

It can also help to decide the winner of game by storing real time information of game history. It also takes care of eligibility of player, timing duration, payment details etc. We can also upgrade this application to reduce player's traffic in game to improve system performance. In online gaming platform, it can also provide data security, more storage capacity, easy development, data abstraction like features.

1.5. Description

This project will have following features for Game Zone management system.

Game:- This application stores all details about Game in Database like Game ID, Name, Type, Price, Mode of playing(Online/offline), Multiplayer/ Single player, Age eligibility, Rule book (Which will give the information about wining criteria, winning price, Rules of game like than information to user). All the registered Players can see this details. And permission of write only handled by Database Administration.

Player:- This application stores all details of Players, which contains Player ID, Player Name, Date of Birth, Age (Automatic calculated from DOB), Team ID (If It has any Team), Wallet ID, Date of joining, Achievements. The read and write part of data only handled by Database Administration.

Wallet – Wallet ID(Debit card no), Player ID (Which references to Player Id of Player table), Amount. The read and write part of data only handled by Database Administration.

Payment Details – payment ID, Player ID (Which references to Player Id of Player table), Game ID (Which references to Game Id of Game table), Date of payment, Amount. The read and write part of data only handled by Database Administration. We will make trigger function that automatic update wallet of player using player ID.

Game History – History_number, Player ID (Which references to Player Id of Player table), Game ID (Which references to Game Id of Game table), Current Time, Score, LeaderBoard Rank. LeaderBoard will updated according to score for specific game. All the registered Players can see this details. And permission of write only handled by Database Administration.
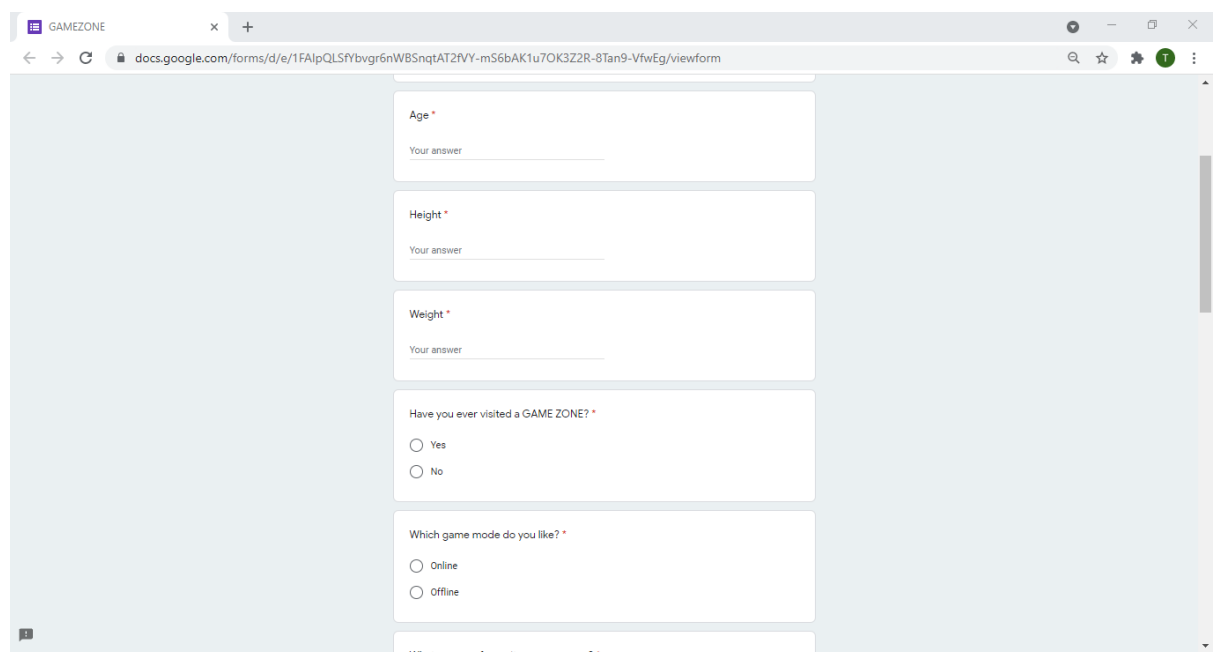
2. Fact-Finding Phase

2.1 Background Readings
2.2 Interviews

2.3 Questionnaires

Questions:

What are your favourite game genres? *
- [ ] Adventure
- [ ] Racing
- [ ] Puzzle
- [ ] Action
- [ ] Arcade

How frequent do you visit the GAMEZONE?
- ( ) once in a week
- ( ) once in a month
- ( ) once in 3 month
- ( ) once in 6 month
- ( ) once in a year

How much are you willing to pay for game?
- ( ) < 100
- ( ) < 200
- ( ) < 500
- ( ) < 1000
- ( ) Any price if game is worth it

What are your favourite gaming platforms?
- [ ] Mobile
- [ ] PS5
- [ ] Xbox
- [ ] PC

Which type of game you like to play? *
- [ ] SOLO
- [ ] MULTI PLAYER

Why do you play games? *
- [ ] Have Fun
- [ ] Stress relief
- [ ] Win Prize

Anything you want to share about Game Zone
Your answer

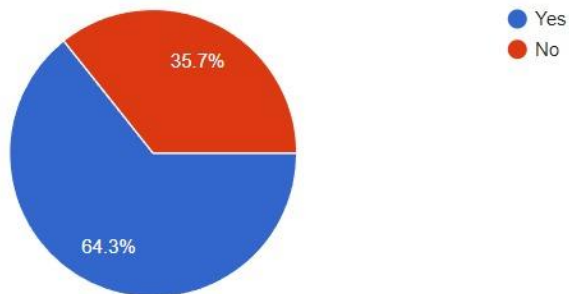Submit   Clear form

Graph of received Responses

Have you ever visited a GAME ZONE?

14 responses

- Yes
- No

35.7%

64.3%

Which game mode do you like?

14 responses

- Online
- Offline

28.6%

71.4%
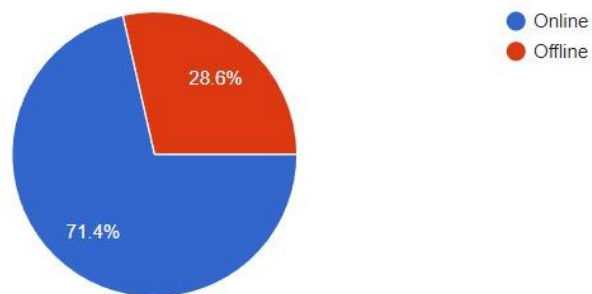
What are your favourite game genres?

14 responses

Genre	Responses
Adventure	11 (78.6%)
Racing	9 (64.3%)
Puzzle	7 (50%)
Action	9 (64.3%)
Arcade	5 (35.7%)
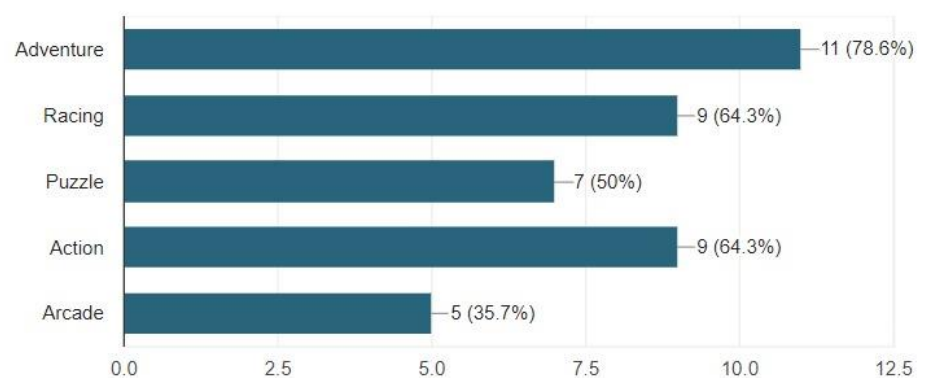
How frequent do you visit the GAMEZONE?

12 responses

Legend:
- once in a week
- once in a month
- once in 3 month
- once in 6 month
- once in a year

41.7%, 25%, 16.7%, 16.7%
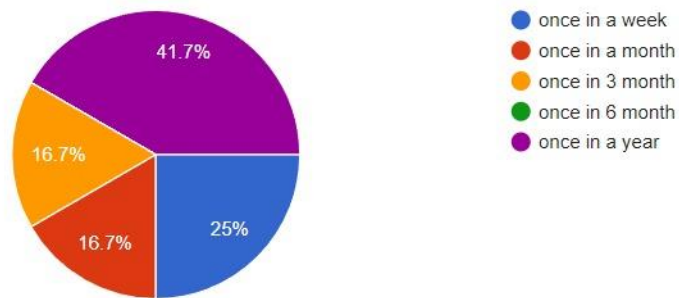
How much are you willing to pay for game?

13 responses

Legend:
- < 100
- < 200
- < 500
- < 1000
- Any price if game is worth it

38.5%, 23.1%, 23.1%, 15.4%
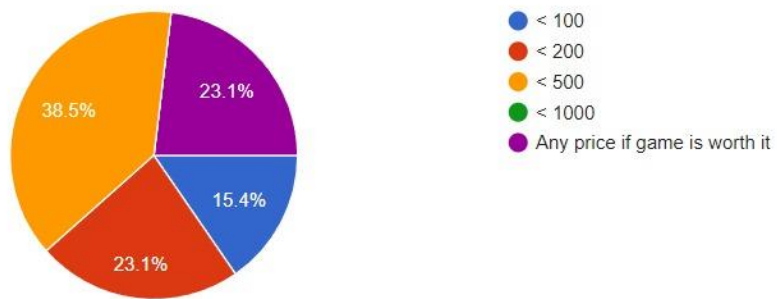
What are your favourite gaming platforms?

12 responses

- Mobile — 9 (75%)
- PS5 — 6 (50%)
- Xbox — 4 (33.3%)
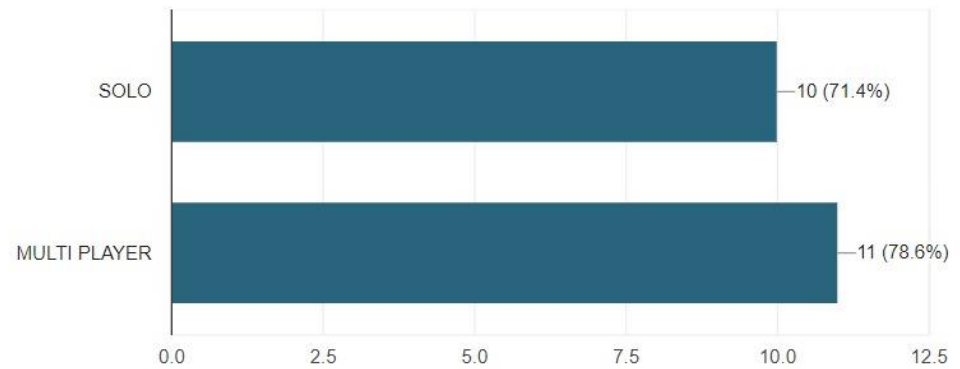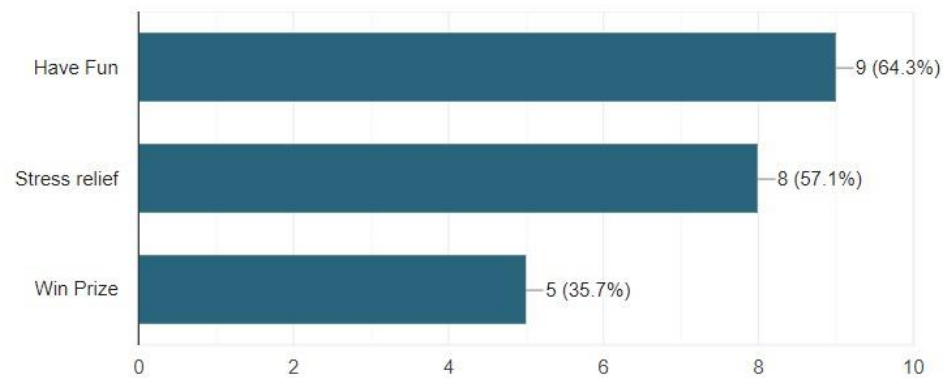- PC — 10 (83.3%)
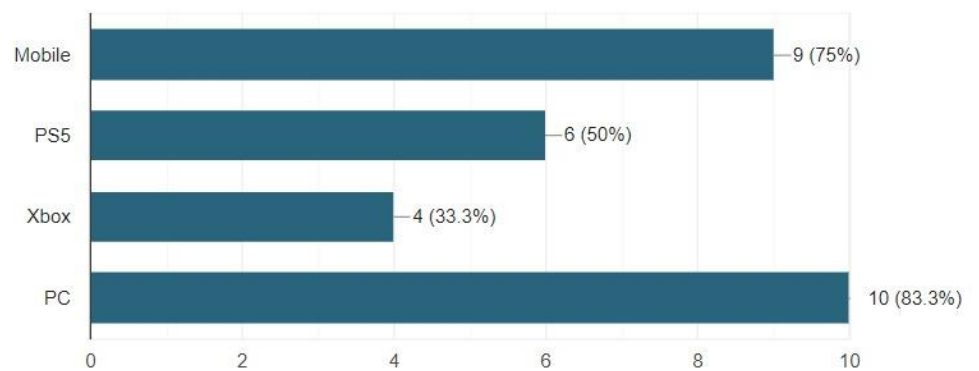
Which type of game you like to play?

14 responses

Why do you play games?

14 responses

2.4 Observations