

Software Requirements Specification

Air Hockey

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1 Introduction

The purpose of this document is to present a detailed description of the Air Hockey . It will explain the purpose and features of the system, the interfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli.

1.1 Definitions, Acronyms and Abbreviations

	Term	Definition
1	Puck	A circular object which is hit by the player to score a goal.
2	Paddle	A circular object used by the players to hit the Puck. Also know as mallet
3	Barriers	Barriers prevent the puck and mallets from leaving the table. They are around the whole table except the goals.
4	Goals	The goals are situated in the center of the top and bottom barrier. When the puck enters the goal the puck is removed and score is updated.
5	Player_1	The first human player.
6	Player_2	The second human player

1.2 References

2 Overall Description

Describe the general factors that affect the product and its requirements. Do not state the specific requirements. Instead, provide a background for those requirements, which are defined in detail in Section 3, and make them easier to understand. Include such items as:

Product Perspective

Product Functions

User Characteristics

Constraints

Assumptions and Dependencies

Requirements Subsets

3 Details

3.1 Functionality

This section describes the functional requirements of the system for those requirements that are expressed in the natural language style. Functional requirements may include feature sets, capabilities, and security. It might be tempting to put all the requirements under this section but special care should be taken to organize the requirements into specific categories.

3.2 Supportability

This section provides requirements that will enhance the supportability or maintainability of the system being built, including coding standards, naming conventions, class libraries, maintenance access, and maintenance utilities.

3.3 Design Constraints

3.4 On-line User Documentation and Help System Requirements

<Describe requirements, if any, for on-line user documentation, help systems, help about notices, and so on.>

3.5 Interfaces

3.5.1 User Interfaces

The user is will only be asked if he wants to play a two player game or a one player game.

A)Two player game-The game will directly start.

B)One player game-The user will be asked between the option of levels of AI.

After selection the game will directly start.

3.5.2 Software Interfaces

Software interface will include in order

1.Option for selecting Computer or two player .

If computer selected there will be options to select the level of computers.

If two player selected the game will directly start.

Communications Interfaces

Two players can communicate through local area network or if possible internet.

4 Quality Control

4.1 Test Data

Describe the test cases that your project will satisfy. If your bot is say rangoli bot tell us what figures it will eventually draw.

5 Risk Management

We particularly face the following risks:-

1. Lack of knowledge of graphic libraries.

(We have planed to learn opengl in the first week so we can start the project as soon as possible).

2. Controls for two player:-While the first player can easily control his paddle through the mouse, it will be harder for the second player to control the paddle through the keyboard.

(We are planing to create a game which can be played through the Internet / lan so two people can play from different computers . If not possible we will put controls for both player on the keyboard to create equal grounds for both players).

3. Inclusion of AI:-currently we don't have enough knowledge to include AI.

(We have planed that we would include AI only if we have time in the later stages to study and implement it).