THE PROBLEM IS TO DESING A WEB SITE TO PLAY ONLINE GAME

To find the problem and define its solution.

1.capture the requirement

Process:

First we have to ask what type of game does client need

Source:

To collect all the information about and what features does he need what we can implement in the project.

Overview:

To check weather the game which we have done as the client sad in a proper way.

2.general description:

In general description the client say how the game should work the graphics,frp,etc.

3.Case requirement :

In case requirement how much mb should the game contain how much capacity should the user should have to run it.

4.fundamental requirement:

How many members should work on this website how many days is required to create this gaming online wesite