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1. Introduction

This document lays out a project plan for the development of the game-Salvos. This game is intended to promote the awareness on landslides. This document defines the purpose, the scope along with the general description of the game. This document also states the hardware constraints along with the functional and non-functional requirements expected from the software.

1.1 Purpose

It includes the details of the project's requirements, interface, design issues, and components. The intended readers of this document are the current and future developers working on the project and proposer of this project. The document is the collection of all assorted ideas that have come up to define the system, its requirements with respect to help our clients in their research. Few ideas may get evolved or may get discarded as the project develops. In short, the purpose of this SRS document is to provide a detailed overview of our software product, its parameters and goals. This document describes the project's target audience and its user interface, hardware and software requirements. It defines how our client, team and audience see the product and its functionality.

1.2 Scope

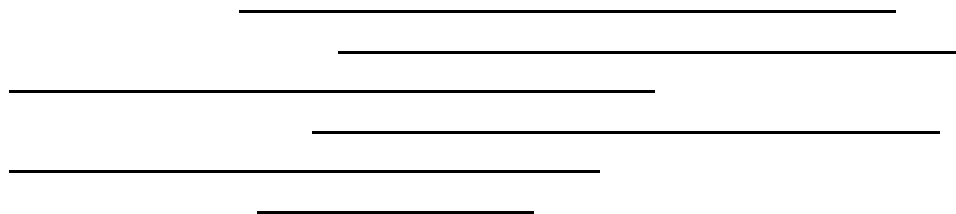
The *Salvos* game project is a learning tool created to help improve the awareness among the children in age group from 6 to 10 years. The product will be an interactive windows game. The Application will be released as a native Windows desktop application. The main objective of the game is to spread awareness among children as the frequency of landslides in the Himalayan region of northeast India is high. At the end of the game, students will be given feedback based on their game scores. The game will focus on the teaching of both prevention (pre-disaster stage) and survival during the landslide. The game will focus on learning through visualization and simulation. The game scoring will be based on the activity player performs and its correctness according to scientifically proven ways.

1.3 Definitions, Acronyms, and Abbreviations

This subsection should provide the definitions of all terms, acronyms, and abbreviations required to properly interpret the SRS. This information may be provided by reference to one or more appendixes in the SRS or by reference to other documents.

OS	Operating System
CPU	Central Processing Unit
GUI	Graphical User Interface
Unity3d	Game Engine for game development
DX	DirectX

SP	Service Pack
SSE	Streaming SIMD Extensions
Character	The player will play the game as some character having name as given by user.
Mission	Level of the game focusing on consolidation of one concept. This is in the form of task.
Stars	Scores given at the end of each level (maximum number 3)
Soil Erosion	Soil erosion is defined as the wearing of topsoil. Topsoil is the top layer of soil and is the most fertile because it contains the most organic, nutrient-rich materials



1.5 Overview

This document is designed to provide information to both the client and the technical designers of the software. Section one is a brief overview of the product, including definitions and references. The definitions section is intended to assist the technical designers as well as the client in clarifying the terms used throughout the document. Section two is a general description of the product requirements from a user's perspective. This section includes information such as functional and data requirements, general constraints, and assumptions. Section three is a detailed requirements specification targeted to technical designers. Specific requirements and expectations regarding the components of the product are given in this portion of the SRS document.

2. General Description

2.1 Product Perspective

The game is interactive and comes as native desktop application for Windows. The program requires an internet connection only for downloading the application. The game can run offline. The game aids teaching through simulation, providing tutorials, hints, video clips and promoting competitive learning by offering *stars* for good scores. This encourages learning through understanding of the concept. The focus is on teaching concepts that have a research level

scientific understanding to the children. Simulation will provide an effective way of visualization and also enhances the user experience.

2.2 Product Functions

- The Player has to start as per the game storyline.
- As he/she moves ahead in the game, it is quite essential for him/her to pass maximum modules to satisfy the aim of the game (i.e. to maximize the score and health and to minimize the distractions).
- Game score is displayed all the time at the top of the game.
- The Environment of the game must be an attractive setting in the lap of nature.

2.3 User Characteristics

The target clients for our software are the children of the age group from 6 to 10. These students are in the process of learning how to tackle the problem of landslides both during the disaster and the pre-disaster stages. Moreover, these students (as well as the teacher) are assumed to have basic computer and Internet skills that will enable them to use this software.

2.4 General Constraints

The minimum software and hardware requirements are as follows:

Desktop:

- OS: Windows 10.
- Graphics card: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.
- CPU: SSE2 instruction set support.

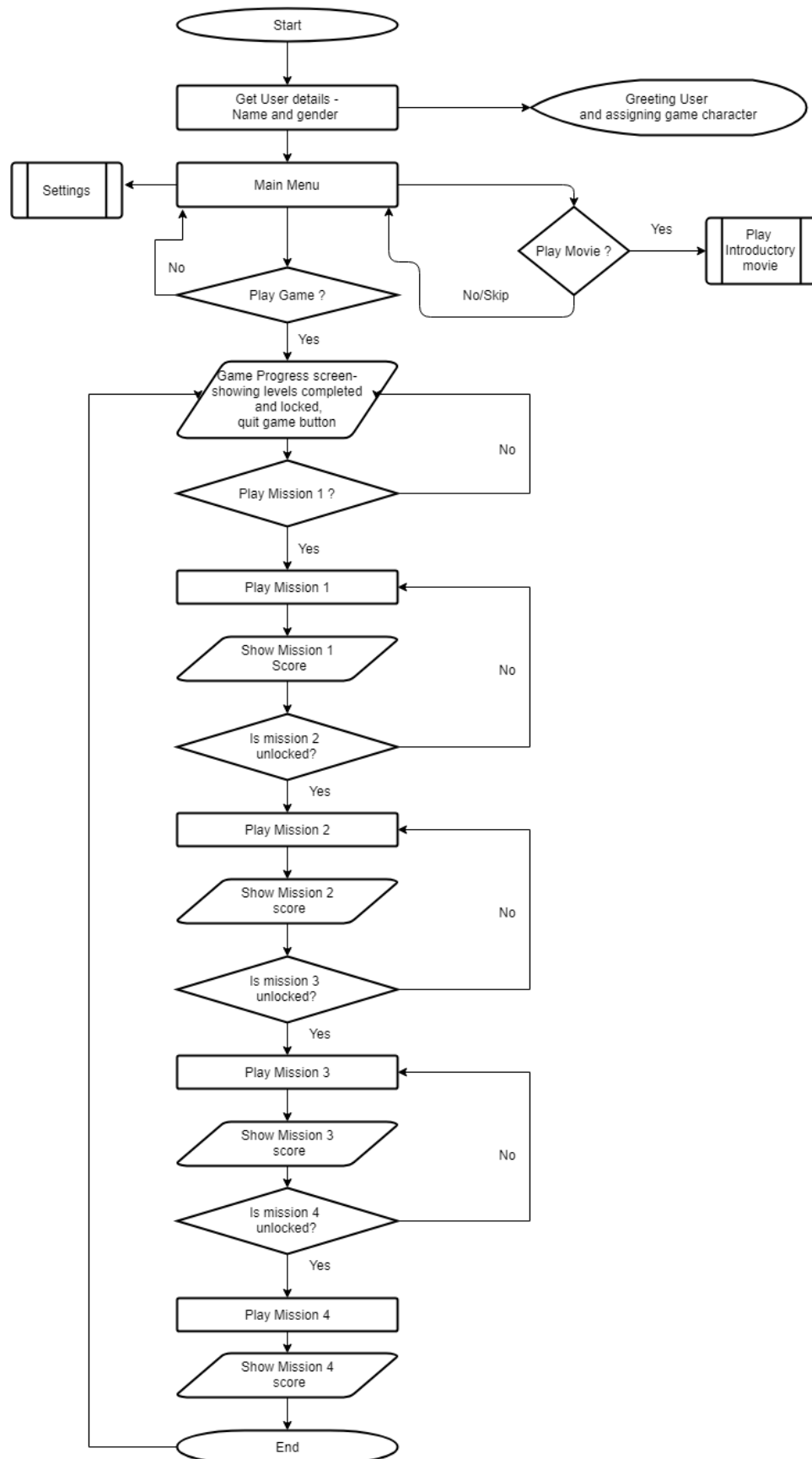
This program can run offline on any computer that satisfies the above mentioned requirements.

2.5 Assumptions and Dependencies

It is assumed that the player is age group in between 6 to 10 without any prior knowledge on landslides. He/she should know how to operate a computer. It is assumed that the game is properly installed on the device. The device must satisfy all the above-mentioned requirements.

2.6 Flowchart for Game flow

Game Development on Landslide Disasters



2.7 Details of the Game Sequences

The Main Screen:

- The main screen appears when the application is started.
- The buttons on the main screen include “Play Game”, “Settings”, “Quit” and a button for playing an introductory movie clip.
- The Introductory movie clip will be an Informative video and the player has an option to watch it.
- The Settings include Volume and Music controls along with a “Reset Progress” option.
- A “Quit” button will be available for player to quit the game.

Game Progress Screen:

- The screen will display 4 Missions:
 - 1 mission for pre-disaster stage
 - 1 mission for during disaster stage
- The missions will be displayed in the form of a path.
- Only the first mission is unlocked if the user is playing game for the first time and further levels are locked. If player has already made progress in the game, it will be stored and the progress screen will display unlocked levels accordingly.
- Score will be in the form of stars. If a level is completed, its score will be displayed on the screen.
- Tutorial will be given after completion each mission. The completion of mission will be based on whether the stars gathered are above minimum requirement for that mission. This will encourage player to perform better in the mission.
- If a wrong action is taken, then the message “Mission Failed” appears and Hints will be displayed to help the player.

Mission 1: Planting the trees

- This will be a 3D mission.
- It will contain a mountainous terrain having six different mountains with different slopes.
- The task will be planting trees on mountains. The mountains will come in the set of two, after each set player needs to walk towards next set.
- Player must choose the best mountain to plant trees that is the one which is more prone to landslides.
- The player needs to plant the trees on the correct mountain.
- The Hint will remain same after every game play.
- [HINT: "Steep terrains are more prone to landslides."]
- Scoring criteria:
 - Three sets - one star for each set.

- Next level will be unlocked only after gaining three stars.

Mission 2: Helping the Injured people

- The mission will be in 3D.
- It will contain a mountainous terrain
- The task will be helping the injured people lying on mountains by collecting first aid boxes which can be found in the terrain.
- There will be multiple places where Player must go during the mission.
- Obstacles like rocks and boulders will be there on the terrain.
- Scoring criteria:
 - Based on the number of people saved by the player.

Mission 3: Town Planning

- 2D mission.
- Player will be given houses, hospital, temple, banks, schools, amusement park, roads, etc. He/she needs to choose the important ones among them.
- The player will be given a limited budget and each building has a certain price.
- Plan the town accordingly.
- Scoring criteria:
 - Some buildings have more importance than others. The player will be scored based on his/her choices.
 - Positioning of different buildings will be an important aspect.

Mission 4: Quiz

- This will be in 2D.
- The player will be asked 10 questions regarding landslides.
- Each question is a multiple choice question with 4 choices.
- Each time this mission is opened, the player will be asked 10 random questions from a set of 15 questions.
- Most questions will be based on the previous missions to test whether he/she has learnt something through this game.
- Scoring criteria:
 - Based on the number of correct answers given by the player.
 - 1 star will be given for 1 to 4 correct answers.
 - 2 stars will be given for 5 to 8 correct answers.
 - 3 stars will be given for 9 to 10 correct answers.

3. Specific Requirements

3.1 External Interface Requirements

3.1.1 User Interfaces

We will have to provide a 3D video interface to the user so that he can get himself immersed into the game. A first player controller, hence, would be the best suited for the game.

3.1.2 Hardware and Software Interfaces

To play the game, we will facilitate the users to use their keyboard, touchpad, mouse or joystick to input the commands and real-time effects of the input will be reflected in the game. The user should have a good graphics card installed on his/her machine. Basically, mouse shall be used to change rotate the screen and arrow keys to move in the respective directions.

3.2 Functional Requirements

3.2.1 Overview of Functional Requirements

The *Salvos* game will have the following functional components:

1. An introductory movie to set up the storyline.
2. The main menu, including a brief help and settings section
3. A series of missions (testing survival skills and awareness) that sequentially form a storyline related to the introduction.
4. The missions will be in the form of a path where the next mission is unlocked only after the completion of the previous mission
5. The Player's score is calculated at the end of every mission and is in the form of stars. He/she can get a maximum of 3 stars.
6. During the game play, the user also has an option to quit.

In between or at the end of each mission, the user has an option to retry the game.

3.2.2 Template for Describing Functional Requirements

This section describes the template that is used to describe each of the functional components of the *Salvos* game specified in section 2.3.

Purpose	A description of the functional requirement and its reason(s).
Inputs	Which inputs; in what form/format will input arrive; from what sources input will be derived, legal domains of each input element.
Processing	Describes the outcome rather than the implementation; includes any validity checks on the data, the exact timing of each operation (if needed), how to handle unexpected or abnormal situations.

Outputs	The form, shape, destination, and volume of the output; output timing; range of parameters in the output; a unit measure of the output; process by which the output is stored or destroyed; process for handling error messages produced as output.
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3.2.3 Introductory Movie

Purpose	A short movie to set up the storyline of the game and provide information to help the user about landslides
Inputs	If the user clicks the introductory movie button, the movie will start. If the user clicks the SKIP button while in this component, they will skip the movie and proceed to the main menu.
Processing	Upon selecting this component, the introductory movie will start playing. If the SKIP button is pressed, this component will terminate the movie and forward the user to the main menu component. Otherwise, the movie will continue to its completion and the user will be moved to the main menu.
Outputs	A movie is displayed on the screen.

3.2.4 Main Menu

Purpose	A menu that displays a brief section offering various options such as PLAY GAME, SETTINGS, QUIT, INTRODUCTORY MOVIE.
Inputs	The user can click on the corresponding button to perform that function
Processing	This component will stay until the user selects an option. After the selection, the user will be forwarded to the game sequence component, depending on the button selected.
Outputs	This component will output the selection function.

3.2.5 Game Sequence

Purpose	A series of four missions, which sequentially form a storyline related to the introduction.
Inputs	The inputs are different for each mission.
Processing	This component will display a mission, and then wait until the user completes it. If the user completes the mission with 3 stars, the component will move to the next mission. The user will be given hints if he/she is unable to complete a mission. A RESTART option is also provided if the player fails the mission. After completing all 4 missions, they will be directed to the ending scene component.

Outputs	This component will output plot-based missions that are customizable by the game administrator and offer feedback to the user based on their performance on individual missions.
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3.2.6 Ending Scene

Purpose	A screen offering a conclusion to the game's plot based on performance at certain critical points in the game sequence, where the user's score is displayed, and the user is given a chance to exit or return to the main menu or try again.
Inputs	The user can select either to end the game or return to the main menu or try again via clicks.
Processing	This component will wait until the user selects either to return to the main menu or to exit the game. After receiving the user's input, the component will act accordingly.
Outputs	The user's overall score is displayed, as well as a conclusion.

3.3 Non-Functional Requirements

3.3.1 Performance

All the modules should be in a single game and should be followed by a single story or theme of the game. Different tasks in the game require the above-mentioned parameters. Responses should be added by mouse or keyboard and a log file should be generated having the score information.

3.3.2 Availability

The game should be of distributable over different PCs. Since we are publishing it on the web, it will be accessible and available for download.

3.3.3 Security

The game will be entirely offline. So, there are no threats to user privacy and from potential hackers.

3.3.4 Maintainability

Collaboration using version control systems like Git and storage of the code on the cloud of Git Hub and proper comments and description for every code will ensure that a new programmer

who gets to work or improve this very piece of code faces minimal hurdles. A proper documentation for every module shall be included.

3.3.5 Portability

All the laptop/PC machines that possess Windows 10 or versions newer than that are capable to run this product.

3.4 Design Constraints

The outdated assets of unity in the unpaid version might be a constraint but it shall be compensated by making the modules more interactive and user-friendly to drag the player more into the story of the game.

3.5 Other Logical Requirements

The literature provided by Dr. Neelima Satyam are being used to design the game plan as per scientific research.