**Software Requirements Specification Document**

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# **Brief problem statement**

Our challenge is to develop a solution that allows museums to effectively showcase their artifacts in a three-dimensional (3D) view on our website. Currently, museums face limitations in presenting the full scope and intricacies of their collections through traditional 2D images and descriptions. To enhance the online visitor experience and provide a more immersive representation of cultural and historical artifacts, we need to create a user-friendly platform for museums to display their items in 3D.

# **System requirements**

MERN STACK, 3.JS, GOOGLE STREET VIEW API, BLENDER,TYPESCRIPT

# **Users profile**

Public:

Characteristics:These users have varied backgrounds and interests, ranging from passionate art and history enthusiasts to those with a casual curiosity. Their computer skills span a wide spectrum, with some being tech-savvy and others less experienced in using websites and digital platforms.

Usage: They visit the website without a specific academic or professional purpose. Instead, they explore it for personal enjoyment and curiosity. They might spend their leisure time casually browsing the site, discovering interesting artifacts, and learning about them. These users are driven by their innate curiosity and the desire to broaden their knowledge of museum artifacts in an accessible and engaging manner.

Museum Staff:

Characteristics: Professionals responsible for museum collections, interested in public engagement.These professionals oversee museum collections and are keen on finding ways to engage the public with these artifacts.

Usage: Professionals managing museum collections can use the website to share their historical importance, and offer a platform for public exploration, showcase their museum's artifacts,promote exhibits,and engage with the public to strengthen the museum's

connection.

# **Feature requirements (described using use cases)**

***Read the instructions below and fill in the table. Delete all the blue text turning it in.***

(This is a numbered list of use cases that are the features of the system to be implemented. Each use case is an operation that the user can perform on/with the system. For each use case, provide a description (2-3 sentences) so you know what to build and so you can write a test case to demonstrate that your system provides that feature. For each use case, you will identify (during release planning) the release in which it will be implemented: R1 or R2. Typically, your project will have 10-15 use cases, but feel free to add or delete table rows if you decide to use finer-grain or coarse-grain use cases).

| **No.** | **User Case Name** | **Description** | **Release** |
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**Use case diagram**

***Read the instructions below and fill in the table. Delete all the blue text before adding this to your repository or turning it in to your instructor.***

Draw the UML use case diagram for the system. Make sure the use cases shown in the diagram correspond to the use cases described in the previous section.

**Use case description**

***Delete all the blue text and fill in the template before adding this to your repository or turning it in to your instructor.***

| **Use Case Number:** | UC-XX (Replace XX with a number) |
| --- | --- |
| **Use Case Name:** | Enter the name of Use Case |
| **Overview:** | Describe the purpose of the Use Case and give a 1-2 line description. This could be the same as the description provided in feature requirements section. |
| **Actors:** | List all actors that participate in this Use Case. |
| **Pre condition:** | Enter the condition that must be true before the main flow is executed. |
| **Flow:** | Main (success) Flow: Steps should be numbered. |
|  | Alternate Flows: Include the post condition for each alternate flow if different from the main flow. |
| **Post Condition:** | Enter the condition that must be true when the main flow is completed. |