**1.1 Purpose**

This project will entail creating a proof of concept (POC) “Competitive Coin Counter” game. The Money Museum at the FRBKC already has a game in which visitors use pictures of coins to compete against each other to add up to a designated amount. This is a simple but highly competitive game for visitors of all ages.

**1.2 Scope**

a) Explain what the software product(s) will, and, if necessary will not do;

b) Describe the application of the software being specified, including benefits, objectives, and goals;

**1.3 Definitions, acronyms, and abbreviations**

This subsection should provide the definitions of all terms, acronyms, and abbreviations required to properly interpret the SRS.

**2. Specific requirements**

This section of the SRS should contain all of the software requirements to a level of detail sufficient to enable designers to design a system to satisfy those requirements, and testers to test that the system satisfies those requirements.

**2.1 External Interface Requirement**

This should be a detailed description of all inputs into and outputs from the software system.

**Low Fidelity Sketches/Wireframes of potential designs**

**2.2 Functional Requirement**

Functional requirements should define the fundamental actions that must take place in the software in accepting and processing the inputs and in processing and generating the outputs. These are generally listed as “shall” statements starting with “The system shall…”

It may be appropriate to partition the functional requirements into subfunctions or subprocesses. This does not imply that the software design will also be partitioned that way.

(ID, Name, Description, Dependency)