**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;

The software product will take the form of an intuitive, educational, web-based game app.

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

The software will include 3 games to choose from a main menu, each of which will have 3 difficulty levels to cater to leaners of all ages. Each game will have a leaderboard system accessible to those who have logged in, although guest play will be available.

**- 1.3 Definitions, acronyms, and abbreviations**

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

Coin Levels

There will be three levels of coin, consistent across all games, tied to difficulty level.

‘Level 1’

The basic coins we see in day to day use. The penny, the nickel, the dime, the quarter.

‘Level 2’

Semi-common or easily understood rare coins. The half-dollar, the dollar, the liberty five dollar coin.

‘Level 3’

Working Titles

‘Coin Match’

A ‘match’ will be defined as the corresponding pair of two cards, one of which is a number in currency format, the other being a picture of the randomly generated coins which add up to that number.

‘Coin Drag’

‘Coin Ninja’

**- 2. Specific requirements**

The web app will be fully operational on Firefox, Chrome, Edge, and Safari. Upon opening, the player will be greeted by a sign-in screen, prompting users to log in or play as guest. The log in will be handled by !------!. After choosing a play mode, the user will be taken to a game select screen where they can choose between ‘coin match,’ ‘coin drag,’ and ‘coin ninja.’ Upon selection of any of the three games, the user will be taken to a difficulty select screen with easy, medium, and hard. Upon choosing a difficulty level, the player will be shown a page or pop up displaying the coins they will be playing with and their value. The coins are the same per difficulty level for each game – Coin level 1 for difficulty 1, Coin level 2 for difficulty 2, etc. When they hit ‘ok’ they will be taken to their game. Score will be determined by time taken.

Coin Match: This game is equivalent to the game currently used by the FRBKC. The user will be presented a number of cards face down, determined by the difficulty level (Difficulty 1 will show 8 cards, Difficulty 2 will show 14 cards, and difficulty 3 will show 20 cards.) They will turn over two cards, and if they don’t ‘match,’ they will both be flipped back over. If they do match, both cards will disappear. There will be a timer running at the top of the page, and a counter for the number of flips required to match all cards.

**- 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)