****

**Addis Ababa University**

**Addis Ababa Institute of Technology**

**School of Electrical and Computer Engineering**

Software Requirement Specification

For “The Battle of Adwa” gaming application

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Biniam Kassahun ENR/5533/04

Robel Hayelom ENR/0000/04

Contents:

1. Introduction ………………………………………………………………………………….1
   1. Purpose -----------------------------------------------------------------------------------------------1
   2. Scope -------------------------------------------------------------------------------------------------1
   3. Overview ---------------------------------------------------------------------------------------------1
2. Overall Description
   1. Product perspective
      1. System interfaces
      2. User interfaces
      3. Hardware interfaces
      4. Software interfaces
      5. Communications interfaces
      6. Memory constraints
      7. Operations
   2. Product Function
   3. User characteristics
   4. Constraints
   5. Assumptions & dependencies
   6. Requirements Apportioning
3. SPECIFIC REQUIREMENTS
   1. User interface
4. USE CASES

**1 INTRODUCTION**

* 1. **Purpose**

This document specifies all the requirements for the “The Battle of Adwa” gaming application. These requirements relate to the functionality, constraints, performance, and the system interface.

“The Battle of Adwa” is a computer program of 3D action gaming application. The main goal of this 3D action gaming application is to allow users to entertain themselves playing this action game and also to spread and thought the history of Ethiopia to others in an interactive way, so that most people become familiar with Ethiopian history and image.

**1.2 Scope**

This document describes the software requirements for the “The Battle of Adwa” 3D action gaming application. This document will be used by the end-users, tester, and developers of the game.

**1.3 Overview**

The remainder of this document includes four chapters and appendixes. The second one provides an overview of the system functionality and system interaction with other systems.

The third chapter provides the requirements specification in detailed terms and a description of the different system interfaces. Different specification techniques are used in order to specify the requirements more precisely for different audiences.

The fourth chapter deals with usability, reliability, performance, supportability, design constraints, and interfaces.