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Software Requirement Specification

For “The Battle of Adwa” gaming application

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**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.

1. **Overall Description**
   1. **Product perspective**

The game will be a 3D interactive game to simulate and narrate the historic battle of Adewa in a very engaging way. It follows the historic sequences of consecutive battles between the Italian colonialist army and the Ethiopian patriotic soldiers, men and women. The game environment will have a very realistic feel to make the game more entertaining while

* 1. **Product functions**

This game will be a very interactive and engaging way to narrate the story of the battle of Adewa. It will enable both kids and adults to experience simulations of the battle first hand.

* 1. **User Characteristics**

This game is not be developed for a specific range of ages of users. But it may contain graphic events and shocking scenes for kids. It is not advised for kids under the age of 10.

* 1. **General Constraints**
  2. **Assumptions and Dependencies**

1. **Detailed Requirements**

3.1 **External Interface Requirements**

3.1.1 **User interfaces**

The game will be a 3D game representing different scenarios in the battle of Adewa. It will be a first person game of an ordinary Ethiopian patriot participating in a heroic act of war against the colonialist army of Italy. The main character of the game will enter the arena of war with limited resources and will gain different war arms as it progresses through different stages of the game.

The game environment will also include different third person characters that will participate on either of the fronts. These characters will not be controlled by the player and will represent different army ranks.

Players will also be provided different materials like a compass, a life meter, inventory list, score board and other items to improve the gaming experience.

The life meter decreases every time the player gets hit by the enemy. The rate of decrement in life meter value varies with the type of arm the player gets hit with. The player also dies when the life meter value reaches zero.

The inventory list will display the list of arms the player has in its disposal. Number of spears, bullets and other gadgets will be displayed in one corner of the display to enable the player to manage his inventory. The score board will also be displayed in another corner of the display to keep track of the player’s activities in the arena.

3.1.2 **Hardware interfaces**

The game will not require any hardware to play the game.

3.1.3 **Software interfaces**

The game will not require any additional software.

3.1.4 **Communication interfaces**

The game can only be played in single player mode. It doesn’t require any connectivity.

3.2 **Functional Requirements**