**Software Requirements Specification**

**for**

**LITTLE\_CHAMPS (Desktop application)**

**Version 1.4 approved**

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**1.**             **Introduction**

* 1. **Project Summary**

We are making desktop-based Application in which we will provide another way of teaching

through augmented reality and virtual reality to a primary school child for Mathematics.

* 1. **Project Purpose**

In the current education system, teachers prefer the Blackboard system to explain the concepts and teach to the children, in which some children understand the concept and some children don’t understand the concept. So, we make sure that all these loopholes will be fulfilled using this technology and our application.

* 1. **Objective**

AR and VR Technology has been greatly used in the gaming field. Augmented reality in the effect of the using technology to super exact digital components. We are making a VR Application, which can augment learning outcomes of primary school children.

* 1. **Project Scope**

We will provide a Mathematical operation through virtual reality concepts. Which add

the following operations- Addition, Subtraction, Multiplication, Division

And Multiplication Tables.

**2.**             **Overall Description**

**2.1**          **Product Perspective**

**We are making a desktop application, which can augment the real world entities like objects which students can interact with those objects.**

**2.2**          **Product Features**

1. Simple mathematical operations.
2. Select and interact with the objects.
3. Sound feedback on the interactions.

**2.3**          **User Documentation**

The User Manual will be there to tell all the users how they can use this application for themselves and how they can use the application. or one can directly contact the developers if he/she has found any critical issue however it is not like that one cannot see this SRS and take reference from it. I would say that Points 3. and 4. in this SRS might help you a lot about how to use the application and all the queries.

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**2.4**          **Assumptions and Dependencies**

There will be only frontline users to use the application, simply the application will be installed on the computer of the schools and the teacher will be able to use and explain to the children.

**3.**             **System Features**

3.1          Teaching about the addition using the 3D Object in the application.

3.2          Teaching about the subtraction using the 3D Object in the application.

3.3          Teaching about the multiplication using the 3D Object in the application.

3.4          Teaching about the division using the 3D Object in the applications.

3.5          Teaching about the multiplication tables using the 3D Object in the applications.

**3.1.3    Functional Requirements**

<doubts>

**4.**             **External Interface Requirements**

**4.1**          **User Interfaces**

Here, the functionaa1lities of our desktop application or main tasks that can be done by our web-site is listed in each sub-points of 4.1 and in that there exist the detailed use, pre-requirement, feature, GUI and other details are listed. One can see that and easily get the idea of how it will work or how to use that.

**4.1.1**      Initial starting page

| Use case | Loads all the assets |
| --- | --- |
| Activate after | Clicking on the exe file |
| Feature | After loading the assets it will show the start button after clicking the start button it will navigate to the next screen. |
| GUI |  |

**4.1.2**      Menu screen

| Use case | mathematical operations |
| --- | --- |
| Activate after | After clicking start button |
| Feature | It will show all the buttons of mathematical operations like addition, subtraction, multiplication, division and multiplication tables. |
| GUI |  |

**4.1.3**     Addition screen

| Use case | Addition operation |
| --- | --- |
| Activate after | After clicking the addition button from the menu screen. |
| Feature | Enables the user to select two objects, add it and show the result. |
| GUI |  |

**4.1.4**      Subtraction screen

| Use case | Subtraction operation |
| --- | --- |
| Activate after | Clicking on subtraction from the menu screen. |
| Feature | Enables the user to select two objects, subtract it and show the result. |
| GUI |  |

**4.1.5**  Multiplication screen

| Use case | Multiplication operation |
| --- | --- |
| Activate after | Clicking on multiplication from the menu screen. |
| Feature | Enables the user to select two objects, multiplies it and shows the result. |
| GUI |  |

**4.1.6**      Division screen

| Use case | Division operation |
| --- | --- |
| Activate after | Clicking on division from the menu screen. |
| Feature | Enables the user to select two objects, divide it and show the result. |
| GUI |  |

**4.1.7**    Multiplication tables screen

| Use case | Multiplication tables operation |
| --- | --- |
| Activate after | Clicking on multiplication from the menu screen. |
| Feature | Shows multiplication tables. |
| GUI |  |