Project Software Engineering

Phase 1

Team :

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Document Purpose and Audience:

- This document is talking about snack game.

- Audience: System owner, project manager.

Software Purpose:

-Provide a server client fashion, snack game where player can play a snack game with any other player.

Software Scope and components:

- Server fashion client, one device start the game as a server.

- Other Player should have a connection to connect to the server to start the game.

- Four Players only per game.

- Fruits in the game.

- One winner only in the game.

- Server is responsible for starting and ending the game, controlling the game.  
- The server provides to connect the game with android devices or Standalone devices.

- Graphics should handle current game status, and updates the screen with local player move received from input devices.

Functional requirements:

- Four players only per game.

- Each Player starts the game with a snack of small size.

- As the game proceeds, fruits appear periodically in random positions of the game canvas.

- Snakes eat fruit to gain score, and grow more.

- Snake is not allowed to hit any other snake nor itself.

- The winner is the player who achieves the highest score at the end of the game.

- Players need to connect to game server at the beginning of the game.

- Players need to establish a connection with the game server.

-Game client sends their moves periodically to update the game status on server.

-Game server sends new game status periodically to all clients.

- Graphics handler also updates the screen with local player move received from input device.