
Software Requirements Document for Pawukon

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1Introduction

1.1Purpose

The purpose of this document is to provide detailed requirements information about the “KIDS learning program”

1.2Scope

Our project is for mobile and web application.

1.3 Definitions, acronyms, abbreviations

// alphabetical list of terms and their descriptions

// This is part of analysis and you must make sure you describe terms used in this document

Term	Description
Teacher	person who will be able to teach kids with help program (web and mobile)
Kids	type of the users who learn the materials
Game	kids can test what they learned
Questions	it will in part of game
Pictures	with help pictures kids can choose correct answer
Sound	button that read the questions
Grade	shows results of game

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1.4References

// list of references for the reader of this document (if any)

1.5 Overview

[OMIT]

2 Overall Description

Kids learning project contains of two main parts. At the first page there are three menus(alphabet,colours,numbers).This is learning part.At the second page there are two menus(alphabet,numbers) This is testing(game)part.

2.1 Product Perspective

Our project will be based on Android Studio and Web.

2.1.1 Concept of Operations (KP)

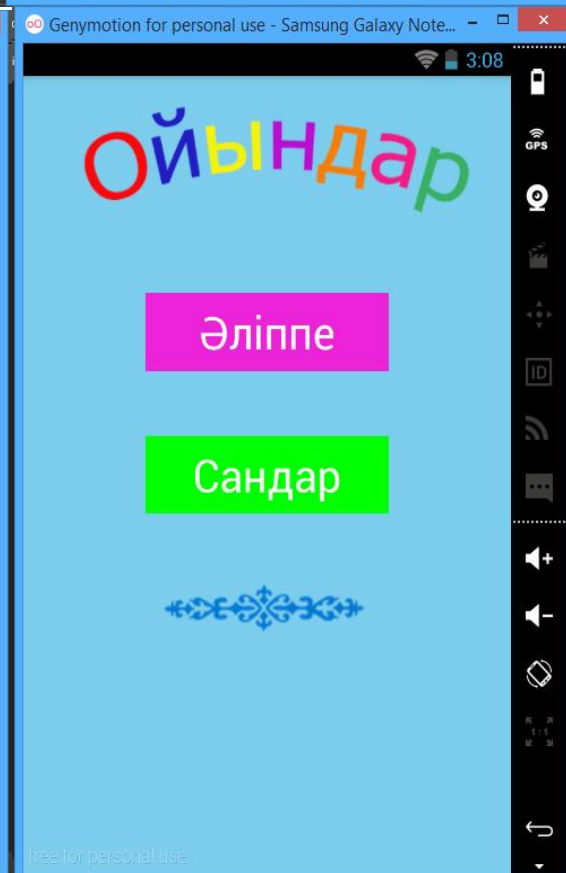
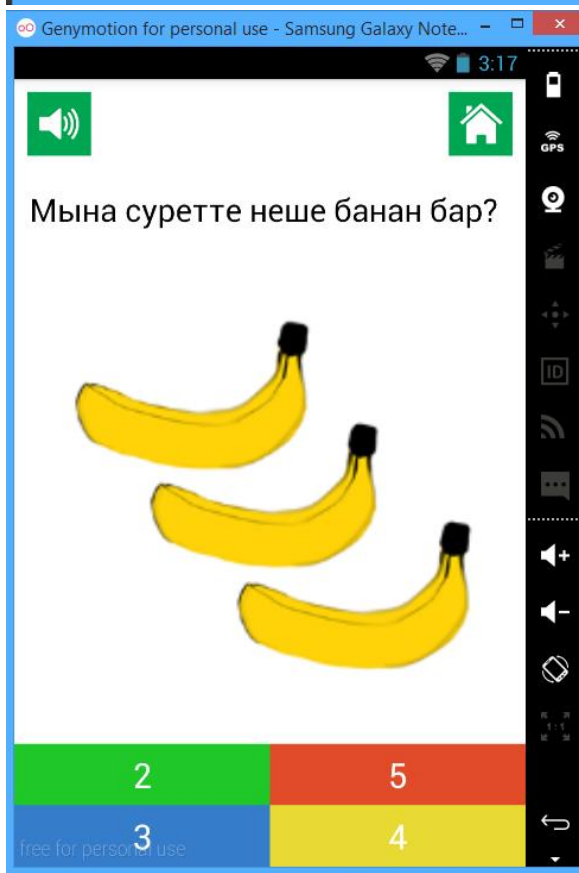
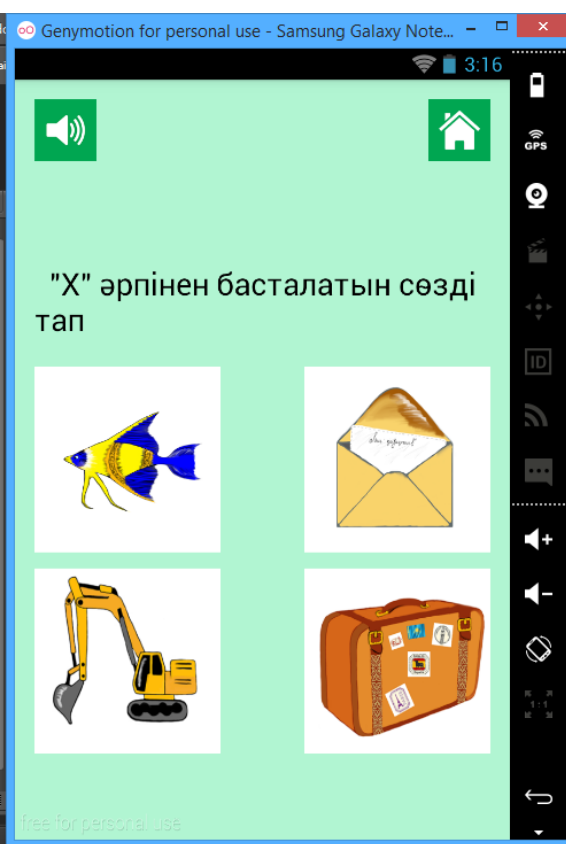
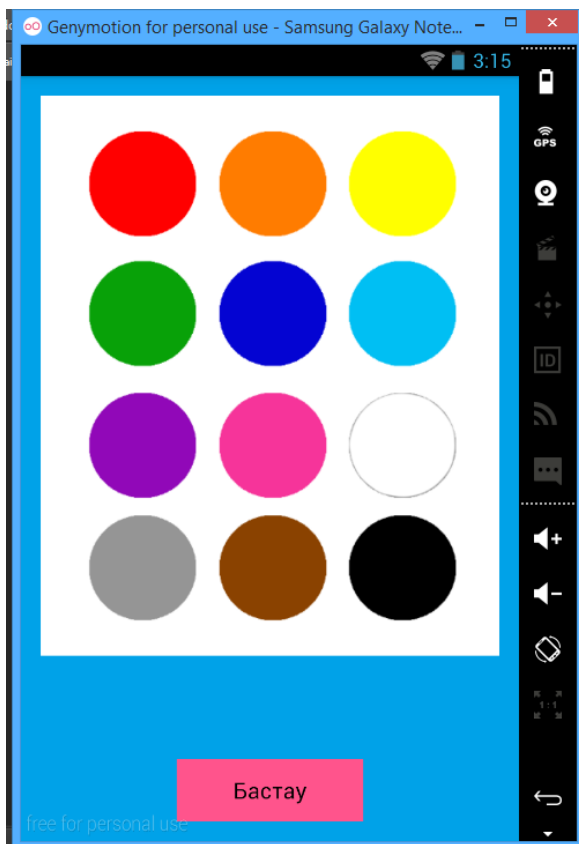
The system will run on web application and mobile application for Android users. Then we want to past is to play market.

2.1.2 Major User Interfaces



2.1.2.1 Example Screenshot and description





2.1.3Hardware Interfaces

Browser

Joystick

2.1.4Software Interfaces

It is shown in 2.1.2 and 2.1.2.1

2.1.5Communication Interfaces

// example: modem etc (OMIT for now)

2.1.6Memory Constraints

RAM and other storage constraints(OMIT for now)

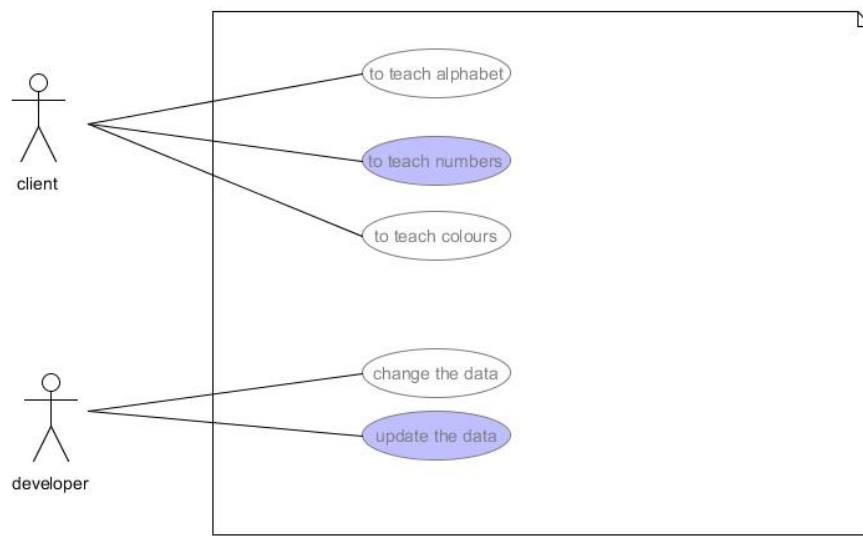
2.1.7Operations

// special operations (if any) (OMIT for now)

2.1.8Site Adaptation Requirements

//ex: Japanese language etc (OMIT for now)

2.2Product functions



Use Cases:

• Kids:

- o Study
- o test
- o See the results

• Teacher:

- o Teach
- o help to choose correct answer
- o Can see history of the results

2.2.1 Learning

Actor :Mobile user,internet user

2.2.1.1 Choose one of the buttons

2.2.1.2 click to listen the frame

2.2.1.3 train with it

2.2.1.4 if necessary do this functions again

2.2.1.5 choose one of the game

2.2.1.6 test that you learned

2.2.1.7 take your result

2.2.1.8 if necessary go to the website

2.2.2Numbers

Actor :Mobile user,internet user

2.2.2.1 Choose one of the buttons

2.2.2.2 click to listen the frame

2.2.2.3 train with it

2.2.2.4 if necessary do this functions again

2.2.2.5 choose one of the game

2.2.2.6 test that you learned

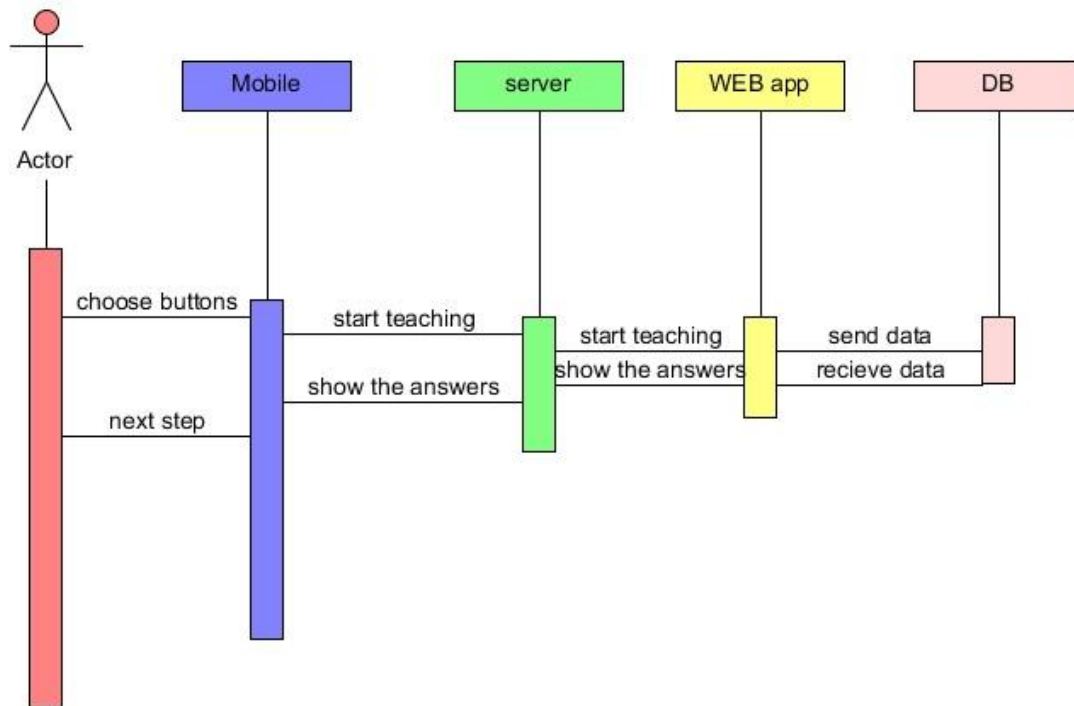
2.2.2.7 take your result

2.2.2.8 if necessary go to the website

2.2.3Colours

Actor :Mobile user,internet user

- 2.2.3.1 Choose one of the buttons
- 2.2.3.2 click to listen the frame
- 2.2.3.3 train with it
- 2.2.3.4 if necessary do this functions again
- 2.2.3.5 choose one of the game
- 2.2.3.6 test that you learned
- 2.2.3.7 take your result
- 2.2.3.8 if necessary go to the website



2.3 User characteristics (SS)

// typical user characteristics, frequency of usage etc

Types	Characteristics	Frequency of usage
Viewer	Can download this application	HIGH
User	<u>Has our application installed and is used</u>	High
Friends	Have the application installed	HIGH

2.4 Constraints

2.5 Assumptions and Dependencies (JH)

All our regarding the applications are stored in the server.

3 Specific Requirements

3.1 External Interface Requirements

3.1.1User Interfaces

Shown in section 2.1.2

3.1.2Hardware Interfaces

None

3.1.3Software Interfaces

Shown in sections 2.1.2 and 2.1.2.1

3.1.4Communications Interfaces

Internet

3.2FEATURES

3.2.1Alphabet

Actor :Mobile user,internet user

3.2.1.1 Choose one of the buttons

3.2.1.2 click to listen the frame

3.2.1.3 train with it

3.2.1.4 if necessary do this functions again

3.2.1.5 chooseon of the game

3.2.1.6 test that you learned

3.2.1.7 take your result

3.2.1.8 if necessary go to the website

3.2.2Numbers

Actor :Mobile user,internet user

3.2.2.1 Choose one of the buttons

3.2.2.2 click to listen the frame

3.2.2.3 train with it

3.2.2.4 if necessary do this functions again

3.2.2.5 choose one of the game

- 3.2.2.6 test that you learned
- 3.2.2.7 take your result
- 3.2.2.8 if necessary go to the website

3.2.3 Colours

Actor : Mobile user, internet user

- 3.2.3.1 Choose one of the buttons
- 3.2.3.2 click to listen the frame
- 3.2.3.3 train with it
- 3.2.3.4 if necessary do this functions again
- 3.2.3.5 choose one of the game
- 3.2.3.6 test that you learned
- 3.2.3.7 take your result
- 3.2.3.8 if necessary go to the website

3.3 Performance requirements (SS)

Our program can be used by more than 5000 people. Because it isn't necessary internet connection .

3.4Design Constraints (SS)

Java, Android,PHP, MySQL,Web

3.5Software System Attributes

3.5.1Reliability

3.5.2Availability

3.5.3Security

3.5.4Maintainability

3.5.5Portability

3.6Other Requirements (JH)

[None]

// ***ADD Appendices (ifany)***
// ***RegenerateTableofContents***

