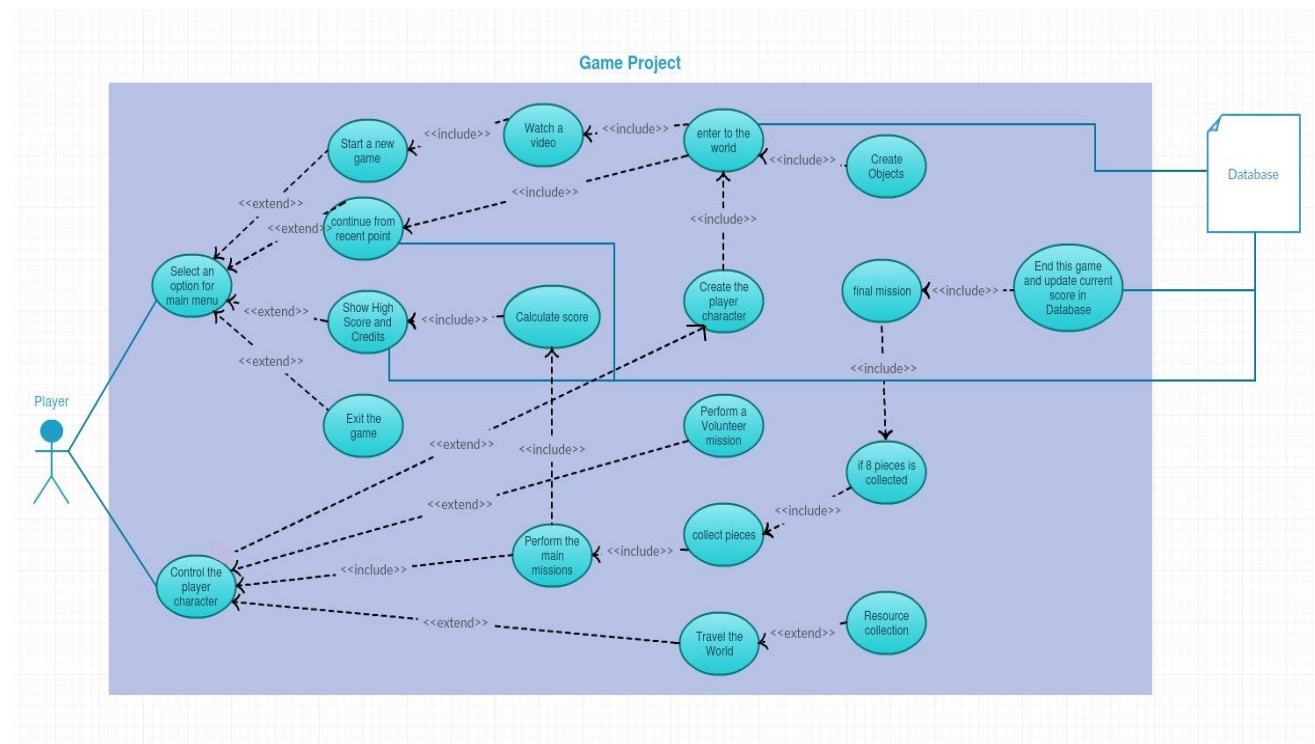


Software Requirements Specification (SRS):

User stories:

The persona	Needs that the game answers them	User story
Tal Estreicher, 30-year-old, mother of a two-year-old girl who works in sales, lives in Rishon Lezion, usually plays games on the phone but not on the computer.	Tal is interested in playing innovative and challenging games, she is interested in playing a game that will contribute to her. In addition, Tal has limited knowledge about people with special needs and is interested in expanding his knowledge on the subject.	Tal plays games in her free time especially when she is waiting in lines or has nothing else to do and she wants to pass the time, so she plays accessible games like on the phone. That means our game will be less relevant to it because we are developing a computer game. She may rarely play the game when she wants to experience something different from her day to day life. In addition, she will not enter the game for educational purposes only, she wants the game to pass the time, but it will still contribute to her knowledge or develop various abilities.
Zachi Segev, a 26-year-old, physiotherapy student, lives in Ariel, plays computer games and consoles in his spare time.	Zachi is a gamer so he expects high level graphics, he wants the game world to interest him no less than the tasks themselves. He wants the game to have a unique element that will set it apart from other games on the market.	Zachi is a gamer, so he plays computer games. The game will attract him since Zachi is a physiotherapy student and he has been exposed to these topics relatively much so it will interest him. Apart from this the design of the city will also attract him, because the city will be ideologically innovative.
Efrat Yitzhak, 50-year-old, a missionary teacher at a Jewish school, lives in Moscow.	Efrat is an educator, so the added value of the game is more important to her than the gameplay and enjoyment of the game. Its main need is to expose the students she teaches to a population with special needs in a unique and interesting way that will attract their interest as teenagers.	Efrat does not play computer games, but her students do play them, so the game can be an original and interesting way to expose them to a population with special needs in education classes.

Use cases:



Screenshots:

1. An opening menu displayed to the player



2. The Hall of Fame will display all the players who performed the missions in the smallest amount of time.

A screenshot of a table titled "Hall of Fame" in a large, blue, stylized font. The table has two columns: "User Name" and "Time". It contains seven rows of data, showing player names and their corresponding completion times in HH:MM:SS format.

User Name	Time
Name1	15:12:03
Name2	16:02:01
Name3	16:54:41
Name4	17:13:59
Name5	19:43:15
Name6	23:08:08
Name7	37:33:40

3. The map on the top right - the player's location in the world.

The map on the top left - the amount of pieces the player has collected up to this stage of the game.

The backpack on the bottom right - a backpack that can be opened and show the player what resources he has managed to collect.

Buildings - part of the decor of the world.

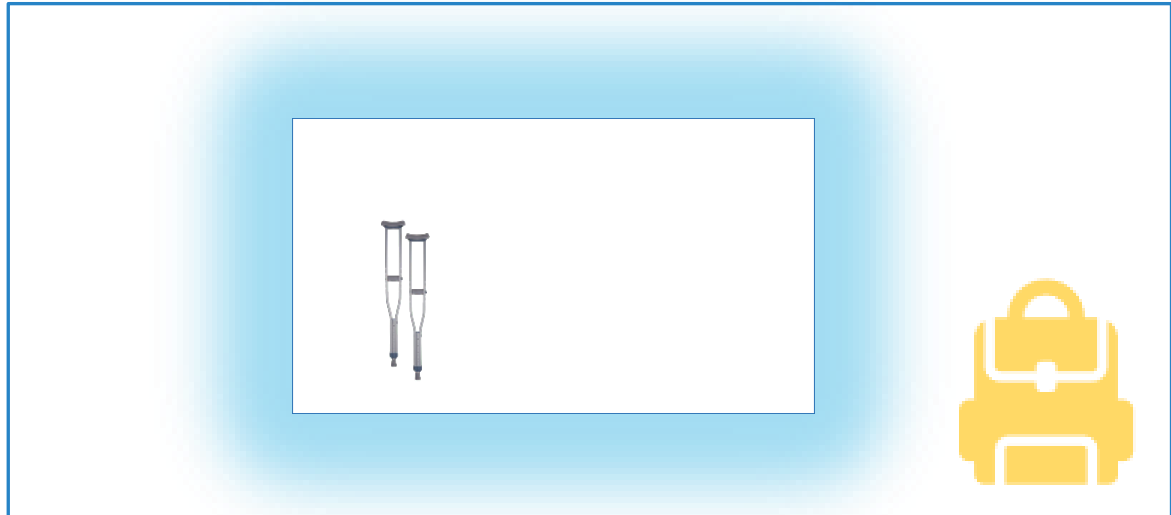
Man with a wheelchair and disabled parking - This screenshot is related to the stage characterized by paraplegia and therefore it is seen as a man with a wheelchair and disabled parking. At each stage such elements related to the special need in which the city is characterized will be incorporated.

Black man - the player.

Glowing crutches in blue - a resource that the player can collect and put in the backpack.



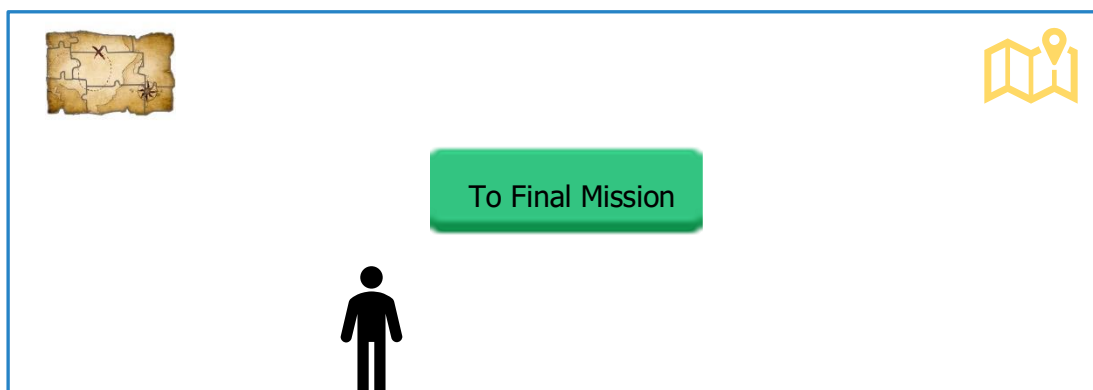
4. As soon as the player clicks on the backpack, all the resources he has collected are opened up in front of him.



5. The screenshot depicts the player meeting the character who describes to him where the mission is



6. The screenshot depicts that the player has collected 8 pieces of map and he has to do the last mission to win the lost treasure



7. The screenshot depicts that the player finished the game in rescue and won the lost treasure

Score: XX

Congratulations you found
the lost treasure



Internal actions:

Start menu:

- Opens a start menu displayed as a canvas in a scene from the Unity engine
- When you press one of the buttons that appear in the system menu, a new scene will open in Unity depending on the button that is pressed.
- There will be access to the database in order to retrieve the relevant data
- If necessary, the system will finish the game process and remove the player from the system

Game entry:

- The system will load and create all the objects needed for that current scene
- The system places the various characters and the main character in the world that created
- The system displays the result to the screen
- The player gains control of the main character
- All of these operations are performed by the Unity engine.

Course of the game:

- Objects are created and destroyed according to the actions performed by the player
- Physical mechanisms act on characters and objects according to the scripts built into the system
- A level management mechanism will be activated that verifies the player's status in the game at each level and manages the course of events.

Exit or end of game:

- Access to the database in order to store the relevant data for the player
- Return to the Start menu scene
- All objects are destroyed and the game processes end