Software Requirements Specification

Version 1.0

June 20/6/2020

Electronic Games hall System

Ghanem darboule

Zeina Al shamaa

Ahmad al ahmad

Ali al kaseem

Submitted in partial fulfillment

Of the requirements of

CS 310 Software Engineering

# Table of Contents

[Table of Contents i](#_Toc77487619)

[List of Figures ii](#_Toc77487620)

[1.0. Introduction 1](#_Toc77487621)

[1.1. Purpose 1](#_Toc77487622)

[1.2. Scope of Project 1](#_Toc77487623)

[1.3. Glossary 2](#_Toc77487624)

[1.4. References 2](#_Toc77487625)

[1.5. Overview of Document 2](#_Toc77487626)

[2.0. Overall Description 4](#_Toc77487627)

[2.1 System Environment 4](#_Toc77487628)

[2.2 Functional Requirements Specification 5](#_Toc77487629)

[2.2.1 Reader Use Case 5](#_Toc77487630)

[Use case: Search Article 5](#_Toc77487631)

[2.2.2 Author Use Case 6](#_Toc77487632)

[Use case: Submit Article 6](#_Toc77487633)

[2.2.3 Reviewer Use Case 7](#_Toc77487634)

[Use case: Submit Review 7](#_Toc77487635)

[2.2.4 Editor Use Cases 8](#_Toc77487636)

[Use case: Update Author 8](#_Toc77487637)

[Use case: Update Reviewer 9](#_Toc77487638)

[Use case: Update Article 9](#_Toc77487639)

[Use case: Receive Article 10](#_Toc77487640)

[Use case: Assign Reviewer 11](#_Toc77487641)

[Use case: Receive Review 11](#_Toc77487642)

[Use case: Check Status 12](#_Toc77487643)

[Use case: Send Response 12](#_Toc77487644)

[Use case: Send Copyright 13](#_Toc77487645)

[Use case: Remove Article 14](#_Toc77487646)

[Use case: Publish Article 14](#_Toc77487647)

[2.3 User Characteristics 15](#_Toc77487648)

[2.4 Non-Functional Requirements 15](#_Toc77487649)

[3.0. Requirements Specification 17](#_Toc77487650)

[3.1 External Interface Requirements 17](#_Toc77487651)

[3.2 Functional Requirements 17](#_Toc77487652)

[3.2.1 Search Article 17](#_Toc77487653)

[3.2.2 Communicate 18](#_Toc77487654)

[3.2.3 Add Author 18](#_Toc77487655)

[3.2.4 Add Reviewer 19](#_Toc77487656)

[3.2.5 Update Person 19](#_Toc77487657)

[3.2.6 Update Article Status 20](#_Toc77487658)

[3.2.7 Enter Communication 20](#_Toc77487659)

[3.2.8 Assign Reviewer 21](#_Toc77487660)

[3.2.9 Check Status 21](#_Toc77487661)

[3.2.10 Send Communication 22](#_Toc77487662)

[3.2.11 Publish Article 22](#_Toc77487663)

[3.2.12 Remove Article 23](#_Toc77487664)

[3.3 Detailed Non-Functional Requirements 23](#_Toc77487665)

[3.3.1 Logical Structure of the Data 23](#_Toc77487666)

[3.3.2 Security 25](#_Toc77487667)

[Index 26](#_Toc77487668)

# List of Figures

[Figure 1 - System Environment 4](#_Toc77487669)

[Figure 2 - Article Submission Process 6](#_Toc77487670)

[Figure 3 - Editor Use Cases 8](#_Toc77487671)

[Figure 4 - Logical Structure of the Article Manager Data 23](#_Toc77487672)

# 1.0. Introduction

## 1.1. Purpose

The purpose of this document is to provide a detailed description of the electronic games hall system. It will explain the purpose and features of the system, interfaces

The system, what the system will do, and the constraints it must operate under

How the system will react to external stimuli. This document is for both

Stakeholders and system developers.

## 1.2 Scope of Project

­This system helps to operate at the comfort of the lounge manager so that he is able to know what is happening in the hall in addition to controlling it remotely and abandoning the workforce (employees) so that it gives up the workers wages at the end of each month

can communicate with the manager and have booked a specific game type , Or cancel a reservation, or switch the type of game already booked, and also makes it easy for players to play comfortably or change their playing time, as it also provides linking this system to a database containing the names of all the players who come to the hall, because there are facilities for them.

## 1.3. Glossary

|  |  |
| --- | --- |
| **Term** | **Definition** |
| Player | Anyone visiting hall. |
| Manager | Person who control the System. |
| Database | Collection of all the information monitored by this system. |
| Game card | The card which the player can play in the hall. |

## 1.4. References

IEEE. *IEEE Std 830-1998 IEEE Recommended Practice for Software Requirements Specifications.* IEEE Computer Society, 1998.

## 1.5. Overview of Document

The next chapter, the Overall Description section, of this document gives an overview of the functionality of the product. It describes the informal requirements and is used to establish a context for the technical requirements specification in the next chapter.

The third chapter, Requirements Specification section, of this document is written primarily for the developers and describes in technical terms the details of the functionality of the product.

Both sections of the document describe the same software product in its entirety, but are intended for different audiences and thus use different language.