Software Requirements Specification

Version 1.0

June 20/6/2020

Electronic Games hall System

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Submitted in partial fulfillment

Of the requirements of

CS 310 Software Engineering

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# 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.