1. Introduction  
   1.1 Purpose  
   The purpose of this Project is to build a Gaming website.  
   1.2 Scope  
   This Gaming website system is robust gaming feautures  
   1.3 Overview  
   This project contains the following parts:
2. Backend Development
3. Frontend Development
4. Website Development
5. General Description  
   The purpose of this source is to describe the railway reservation system which provides the train timing details, reservation billing and cancellation on various types of reservation namely:  
   • registration account.  
   • login and password.  
   •delete account.  
   • Online Reservation.  
   • PNR generation
6. Fundamental Requirement  
   3.1 Description  
   The requirement that are used in this project are:
7. Software Requirements: Domain, Webhosting Software
8. Hardware Requirements: Server, Admin Computer, Internet  
   3.2 Technical issues  
   They include both bugs, Glitches, Traffic
9. Interface requirement  
   4.1 GUI  
   It must contain Graphical Images, Videos and Other media.  
   4.2 Hardware interface  
   It has server and an admin pc to control and manage the website.  
   4.3 Software interface  
   Login page, Payment options, webpage
10. Performance requirement  
    Fast response forms the server, Multiple user access at the same time, safe payment methods
11. Design constraint  
    Discounts for physically disabled people  
    Discounts for pregnant women
12. Other non-functional attributes  
    It offers saved login info and card info  
    7.1 Security  
    It has high end security for payments and login  
    7.2 Reliability  
    The website is very reliable as it provides everything the user needs.  
    7.3 Availability  
    It is available for everyone on the Internet  
    7.4 Maintainability  
    The website is really easy to maintain as it is maintained with web hosting.  
    7.5 Reusability  
    This website can be reused to make other reservations  
    7.6 Operational scenarios  
    It works on normal situations with proper amount of network