SRS Document

Table of contents

1. SRS Report

1.1 Introduction

A software requirements specification (SRS) is a document that describes the software system that will be produced. It lays out functional and non-functional requirements, as well as a set of use cases that define how the product must interact with users.

1.1 Purpose

Educational games are those that are meant to help individuals learn about certain subjects, broaden concepts, reinforce development, understand a historical event or culture, or educate them in learning a skill while they are playing.

1.2 Scope

The purpose of “Conan: the wonder kid” is to make enjoyable as well as educational game for the kids in grade 6 to above. In this game, kids can learn about the Newton’s law of motion and physics. Education game like this is perfect solution for the current situation where parents want their children to study, and children wants to play game.

1.3 Overview

This document is intended to explain all the details about the overall system description, as well as the functional, non-functional, and system description. This article is divided into three sections: the first section has a quick introduction to the system; the second section contains a detailed description of the system; and the third section contains a list of references. The second section covers an overview of the system, as well as product perspectives, functionalities, user characteristics, constraints, assumptions, and dependencies, as well as requirement apportionment. Specific needs, data and behavioral model description of the system, functional and non-functional criteria, and so on are all included in the final section.

1.4 Overall Description

1.4.1Productive Perspective

This product is an education game which is suitable for kids that are in grade 6 and above. It is an education game related to physics.

1.4.2. System Interfaces

The system interface is a two-dimensional instructional game. This educational game was created with Unity. All the physical materials in the game objects are inserted using the Unity engine. Unity is used for over 60% of the development process. For game and character design, I used Adobe Illustrator. To write code, Visual Studio is used.

1.4.3. User Interfaces

Users are most likely to play game through hardware (from windows or android).

1.4.4. Hardware Interfaces

Hardware that can be used are windows and android.

1.4.5. Software Interfaces

Unity

Name: Unity

Specification: For game development

Version: Unity 2019.4.29f1 (64-bit)

Source: https://unity3d.com/get-unity/download/archive

Visual Studio

Name: Visual Studio

Specification: For coding

Version: Visual Studio 2019

Source: https://visualstudio.microsoft.com/downloads/

Adobe Illustrator

Name Adobe Illustrator

Specification: For Designing game object and game characters

Version: Adobe Illustrator 2021

Source: https://igetintopc.com/adobe-illustrator-2021-free-download/