

Cairo University

Faculty of Computers and Information

CS251

Software Engineering I

kangae(考え)

Software Requirements Specifications

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Software Requirements Specifications

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Team1

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Document Purpose and Audience

- the Document Purpose to explain every thing about the website relevant to the requirements and the functionalities of the website.
- the audience will be the teacher assistant who is responsible of our project.

Introduction

Software Purpose

- Provide a free and scientific games with a high fun factor.
- Each game allow the user to understand and gain a certain skill which is deliver by a new ,creative and simple way that make our user to easily grasp the concepts.
- Make programming more simple.
- Teaching our user a new skills.



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Software Scope

- This project targets students from the age of three and above. It's a tool for students to understand various of topics via simple games like matching and choosing.
The games are made using templates provided by the website, so that the games will be easy to create and play.
Also we provide a special template for programming games, it depends on drag and drop concept.
Each game will have a difficulty rank and a description for the skill set that will be maintained after finishing the game.
Each teacher should deliver these skill set in a creative way and the website duty to provide tools that encourage creativity.

Requirements

Functional Requirements

- **Sign up:**
Creates a new account for the new user and add it to the database.
 - The following data is required from the user:
 - First name
 - Last name
 - Email
 - User name
 - Password
 - Teacher/Student
 - gender
 - The following data is optional:



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- Birthday
- School
- Profile picture
- Add biography

User will receive verification email and must verify his/her account in less than 24h .

- **Sign in:**

Authorize the user to access website features:

- Play games.
- Search for games.
- Create/Join clans.
- Edit/Remove/Invite members/Remove members if he's the clan owner.
- Chat with other members in the same clan.
- Create/Edit/Remove games if he's a teacher.
- Rate/Comment on games.
- Ask website admins.

- **forget password:**

Authorize the user to reset hi/her password incase he failed to remember his/hers

- the user will get an email allow him to reset the password.

- **Edit profile:**

Authorize the user edit personal information of his /her account



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- the user can change the following:
 - Name.
 - Email.
 - password.
 - birthday.
 - profile picture.
 - school.
 - bio.

- **view profile:**
Allow the user to view his/her profile
 - user can view
 - all his/her personal data.
 - all his/her badges.
 - all clans he/she is member in if any.

- **Create game:**
Authorize a teacher to create a new game:
 - Teacher must choose a template from the available templates .
 - Teacher must pick a category (e.g. programing, science, math, etc...).
 - Teacher must choose a unique name for his/her game and a unique ID is given to the game.
 - Teacher must add a description and instructions for the game.
 - Teacher must rank the game difficulty from a scale 1 to 5.



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- **Edit game:**

Allows the teacher to edit the game he/she made.

Teacher may edit the following:

- Name (as long as he/she chooses a unique name).
- Description/instructions.
- Category.
- Difficulty rank.
- giving a badge after finishing the game.

- **Remove game:**

Authorize the teacher to remove game from the system.

When the game is removed:

- All badges given from the game are removed from profiles.
- All Comments, replies and rates are removed.
- The unique ID given to the game become free.

- **Play game:**

User (Teacher or Student) opens the game he/she wants to play, read the instructions from the instructions section and start playing.

- The player high score is updated if the player made a new highscore.
- If the player plays the game for the first time his game counter increments by one.

- **Rate game:**

User chooses a rate from the following according to his experience:



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- Interesting.
- Normal.
- Boring.

- **Badges:**

User receive badges for the following achievements:

- User plays 1 - 10 - 50 - 100 - 500 games.
- Teacher creates 1 - 10 - 50 - 500 games.
- User finishes a skill:
if the user finishes a game with difficulty rank equals to 1, he/she receives a badge with the skill name and the difficulty rank.
- User creates a clan
when the user creates a new clan, he/she receives a badge contains the clan name stating that he/she is the admin.
- User joins a clan
when the user join a clan, he/she receives a badge different from the admin's badge

every badge has weight of points added to the user score.

- **colors:**

- the system have colors as symbol of achievements which are :
 - Red
 - PurPle
 - Orange
 - Yellow
 - Green
 - Grey

the strongest color is Red ,and the weakest is the grey.



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every user initiate his/her account by grey by default ,whenever the user gets more points the color switches to a higher level.

- **Ranking:**

system has multiple ranking methods

- user ranking
ranks all the users in the website according to their scores.
- clans ranking
ranks all the clans in the website according to the clan score, which is calculated from the fights they enter, every fight the clan wins increases the clan score.
- clans member ranking
ranks all the members in the clan according to their scores.
- fight ranking:
ranks all the user in the website according to the number of winning fights.

- **Create clan:**

Authorize the user to create group of users interested in a specific category or one game or games from different categories .

- the clan creator must give unique name to the clan and a unique ID is given to the clan.
- the clan creator must write description for the clan.
- the clan creator can invite/remove/edit users to the clan.
- the clan has group chat allows the members of the clan to interact together .
- the clan has unique badge which is will be added to any user profile chooses to join the clan

- **Edit clan:**

Authorize the clan creator to Edit the clan he made.

the clan creator can edit the following:

- name but must still unique.



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- description.
- **join clan:**
Authorize the user to join any clan he/she wants ,the user ask to join the clan.
- **clan invitation:**
Authorize the clan creator to invite users to the clan, the clan creator can invite any user he want to the clan as long as the user is not member in the clan.
 - the user may choose to accept the invitation and join the clan or not.
- **Remove member:**
Authorize the clan creator can should remove any user from the clan.
 - the clan badge got removed from user profile who got removed.
- **join chat:**
Allows the members of the clan to join clan chat to interact with the clan members, there are four available chat rooms in each clan:
 - Campfire: allows clan member to talk freely about any topic.
 - Resources: contains all the resources that members share among themselves (e.g. online courses/books)
 - Learning: where members help each other when someone asks a question.
 - Fighting: where members team up to solve the clan tournaments.



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- **delete clan:**

Authorize the clan creator to delete the clan he/she made

- the clan badge removed from all profiles .
- the unique ID given to the clan become free.

- **Create individual fight game:**

Authorize the teacher or the admin to create new games for the users to fight with each other in it.

- Teacher or admin must choose a unique name for his/her fight game and a unique ID is given to the game and add a description and instructions for the game.
- Teacher or admin choose a template from the available templates .

The game created will be on the games fight list to allow the user to play it.

- **join individuals fight:**

Authorize the user to enter fight with another player in a game,the winner will increase his/her score.

the user can choose the category of the fight he want to join,the system will choose random game in this category from the fight list to the user and then he system will match him/her with another user wants to play the same fight at same moment.

- **Create clan fight games:**

Authorize one or more teacher to create a fight that lasts at least three days as to give students enough time to think and solve the problems.

The fight should meet the following requirements:



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- No teacher can participate in creating the fight if he/she a member in a registered clan.
 - Teachers should make a fights that aims to:
 - Teach students group work.
 - Allow the student to search for online resources.
 - Make the student think in a creative way.
 - Problems in these fights must be general as to expose students to different and new areas.
- **Join clan fights:**
Allow clan creator to register in a fight.
Registration is opened for an announced period of time.
Members who are also members of other clans will get notified to pick one clan to enter the fight with, and the system will remove them from other clans when the fight begins ?

Non Functional Requirements

- **Performance:**
Response time: Games/Profiles/Clans and all their functions should load in less than 30 seconds.
Process time: Calculating scores/giving badges should be done in less than 10 seconds.
- **User interface:**
Website should have a friendly user interface so that interaction between users of any age and computer system becomes easy.
- **User experience:**
The overall experience of a user using the website should be pleasing and easy.



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- **Security:**
The user must login to access the website features.
Passwords should not be less than 8 characters, must contain at least one number.
- **Availability:**
The website should be available 24/7 for all the users.
All users must have an Internet connection to access website features.
- **Reliability:**
If the system got broken, it should take less than 10 days (depends on the error) to get it back on track.
- **Compatibility:**
System can operate on any of these operating system Windows, Linux, OS X but it can't operate on every platform (e.g. mobile phones, tablets, etc...).
- **Recovery:**
Weekly backups should be made for system database and system code.
- **Subscription:**
Everything on this website is 100% free, no subscription needed.



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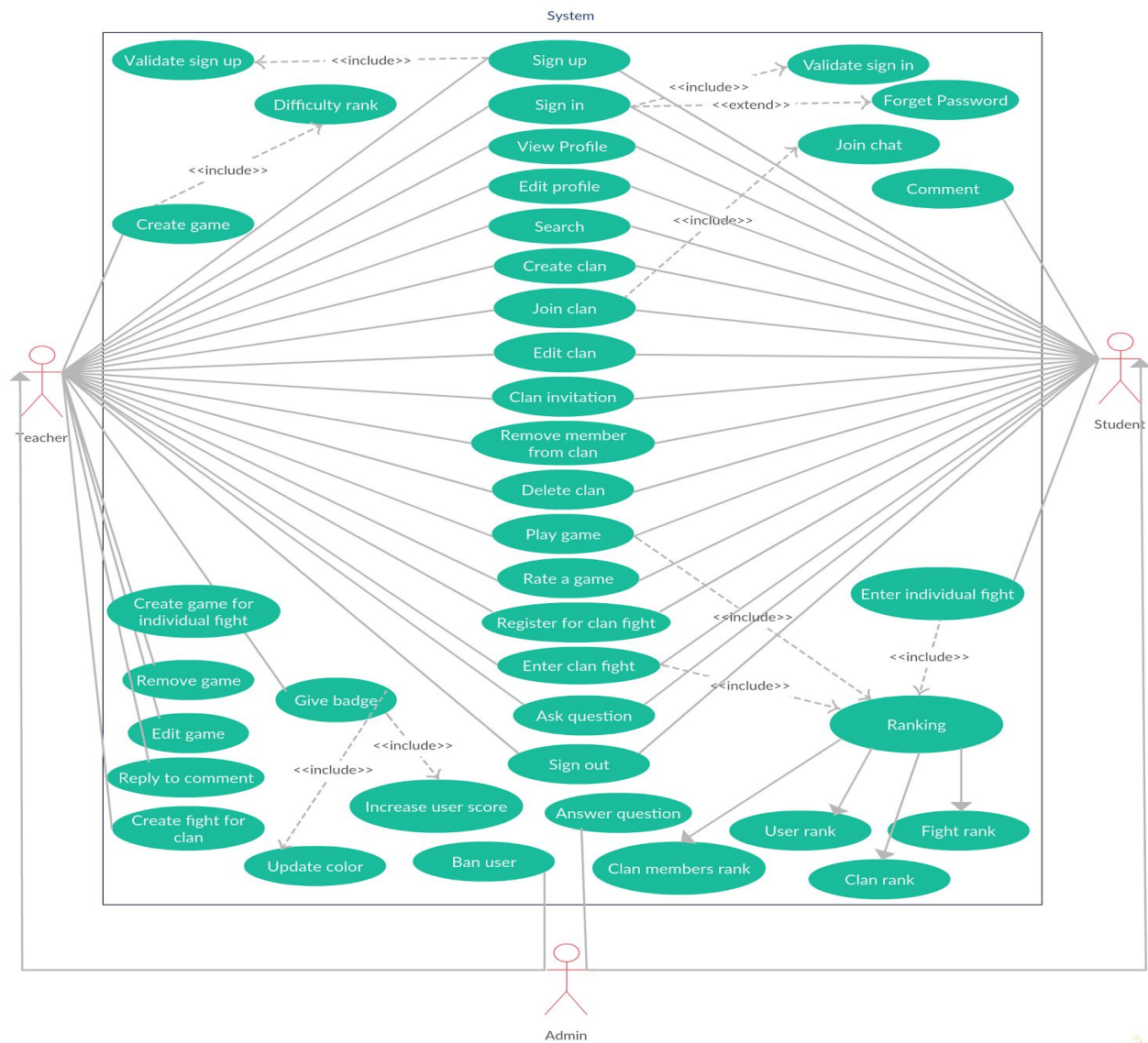
System Models

Use Case Model

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Use Case Tables

Use Case ID:	1	
Use Case Name:	Sign Up	
Actors:	Teacher and Student	
Pre-conditions:	None	
Post-conditions:	User has an account and he is logged in.	
Flow of events:	User Action	System Action
	1- User enter his data and his account type.	
		2- System Verify user data. 3- Accepted :D.
Exceptions:	User Action	System Action
	1- User enter his data.	
		2- User data is not completed or user handle is not unique. 3- System notify the user and refuse to sign him up.
Includes:	Validate sign up.	



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Software Requirements Specifications

Notes and Issues:	
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Use case ID:	2	
Use Case Name:	Forget password	
Actors:	Teachers and Students	
Pre-conditions:	User failed to sign in.	
Post-conditions:	User resets his/her password.	
Flow of events:	User Action	System Action
	1- User failed to remember password. 2- User presses forget password.	
		3- System will ask the user for his/her email he/she used in registration.
	4-Users enters his/her email.	



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		5- System will send email to the user to reset his/her password.
	6- User will reset his/her password.	
		7- System will save and replace the old the password with the new one.
Exceptions:	User Action	System Action
Includes:		
Notes and Issues:		

Use case ID:	3
Use Case Name:	View profile
Actors:	Teachers and Students
Pre-conditions:	User has already signed up.



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Post-conditions:	Profile page will be opened.	
Flow of events:	User Action	System Action
	1- User will click on view profile.	
		2- System will redirect the user to his/her profile and loads basic info, games played and achievements section.
Exceptions:	User Action	System Action
Includes:		
Notes and Issues:		

Use case ID:	4
Use Case Name:	Edit profile



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Actors:	Teachers and Students	
Pre-conditions:	User has already signed up.	
Post-conditions:	Profile page will be updated.	
Flow of events:	User Action	System Action
	1- User will click on view profile.	
		2- System will redirect the user to his/her profile.
	3- User will click on edit profile button and choose fields that he/she wants to do modification on it .	
		4- System will save this modification.
Exceptions:	User Action	System Action
Includes:		



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Notes and Issues:	
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Use case ID:	5	
Use Case Name:	Valid login	
Actors:		
Pre-conditions:	User is signed in in the system.	
Post-conditions:	System response to the validation.	
Flow of events:	User Action	System Action
		1- System searches for the username and password and return true if they are correct.
Exceptions:	User Action	System Action
		1- If the email or password are not valid, system return false.
Includes:		
Notes and Issues:		



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Use case ID:	6	
Use Case Name:	Search	
Actors:	Teacher and Students	
Pre-conditions:	User must be in the System.	
Post-conditions:	The user will be redirected to the result page.	
Flow of events:	User Action	System Action
	1- User goes to the search bar and enter the query.	
		2- System will look up for this query and redirect the user to the page.
Exceptions:	User Action	System Action
	1- User enters a not existing query	
		2- System will return a page saying that the query doesn't exist.
Includes:		
Notes and Issues:		



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Use Case ID:	7	
Use Case Name:	Create game	
Actors:	Teachers and Admin	
Pre-conditions:	Sign up/in	
Post-conditions:	A new game is available on the system	
Flow of events:	User Action	System Action
	1- User select create game.	
		2- System ask user to choose one type of game categories.
	3- User select the type. 4- User open category template and use as much he/she want in the selected category.	
		5- System ask user to write description to this game.
Exceptions:	User Action	System Action
	1- If user choose name of the game that already have been taken.	



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		2- System ask user to choose another name that hasn't been taken before.
Includes:	Rank difficulty	
Notes and Issues:		

Use Case ID:	8	
Use Case Name:	Edit game	
Actors:	Teachers and Admin	
Pre-conditions:	Create game	
Post-conditions:	The game has been updated	
Flow of events:	User Action	System Action
	1- User search about the game which he/she created it before and wants to edit it.	
		2- System open the game that it chosen by user.
	3- User select edit button.	



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		<p>4- System go back to create game form.</p> <p>5-System provide some tools to help user editing his/her game.</p>
	6- User add the modification and press save.	
		7- System accept the modification.
Exceptions:	User Action	System Action
	1- If user update name of the game with another that already have taken.	
		<p>2- System didn't accept this modification.</p> <p>3- Ask user to back to game name to fill the name again..</p>
	4- User change the name of game .	
		5- System finally accept this modification when there isn't a conflict.
Includes:		
Notes and Issues:		



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Use Case ID:	9	
Use Case Name:	Remove game	
Actors:	Teachers	
Pre-conditions:	The Teacher must be signed in the and the game creator	
Post-conditions:	Game will be removed from the system	
Flow of events:	User Action	System Action
	1- Teacher open the games created by him and chose the game for which he/she wants to remove. 2- Teacher clicks on remove game.	
		3- Game will be removed from the system
Exceptions:	User Action	System Action
Includes:		
Notes and Issues:		



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Use Case ID:	10	
Use Case Name:	Difficulty Rank	
Actors:	Teacher	
Pre-conditions:	Teacher created the game	
Post-conditions:	Game become ranked	
Flow of events:	User Action	System Action
	1- Teacher gives the game he created a rank of difficulty.	
		2- System saves the difficulty rank.
Exceptions:	User Action	System Action
Includes:		
Notes and Issues:		

Use Case ID:	11
Use Case Name:	Play game



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Actors:	Teacher ,student and admin	
Pre-conditions:	The user is signed in the system	
Post conditions:		
Flow of events:	User Action	System Action
	1- User searches on the game he/she wants to play.	
		2- System shows the search result.
	3- User chooses the game he/she wants to play.	
		4- System opens the instructions of that game 5- System shows start play button.
	6- User presses Start play. 7- User finishes the game.	
		8- System counts score. 9- System shows result if the game.
Exceptions:	User Action	System Action



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Includes:	Counting Scores
Notes and Issues:	

Use Case ID:	12	
Use Case Name:	Badges	
Actors:	Admin	
Pre-conditions:	Got a high score or finish the game or join a clan	
Post-conditions:	User got new badge	
Flow of events:	User Action	System Action
	1- User meets the conditions of receiving badges.	
		2- System will notify user of receiving badge. 3- System put a new badge in the achieving section. 4- System will calculate the weight of the badge and add it to the user score. 5-System will update the color if the user score meets the conditions of



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		updating color. 6- System will update user rank according to the new score if needed
Exceptions:	User Action	System Action
Includes:		
Notes and Issues:		

Use Case ID:	13	
Use Case Name:	Rate game	
Actors:	Teachers and Students	
Pre-conditions:	Sign in/up	
Post-conditions:	Game got rated	
Flow of events:	User Action	System Action
	1- User search about the game that he wants to rate or he	



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	played it before.	
		2- System open the game which is chosen by user.
	3- User rate the game from one to five.	
		4- System save the rate on the game and print thanks message on the user screen.
Exceptions:	User Action	System Action
Includes:		
Notes and Issues:		

Use Case ID:	14
Use Case Name:	Create clan
Actors:	Teacher, student and admin
Pre-conditions:	User is signed in the system
Post-conditions:	New clan has been created



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Flow of events:	User Action	System Action
	1- User presses create clan.	
		2- System opens a form to the user.
	3- User chooses a category or specific games, writes description and name for that clans.	
		4- System check validation for this clan.
	5- User presses create.	
		6- System stores the clan on the database. 7- System puts that user In this clan by default and gives him/her clan badge. 8- System publishes that clan. 9- System gives the clan unique ID.
Exceptions:	User Action	System Action
	1- User selects an name of an existing clan.	
		2- System notifies the user



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		that the name is taken "invalid name". 3- System doesn't continue until valid name.
includes:		
Notes and Issues:	"remove member" Remove member from clan	

Use Case ID:	15	
Use Case Name:	Edit Clan	
Actors:	Teacher and student	
Pre-conditions:	User is signed in in the system ,the user must be the clan creator	
Post-conditions:	Clan has been Edited	
Flow of events:	User Action	System Action
	1- Clan creator searches on the clan he/she wants to edit.	
		2- Systems opens the clan.
	3- Clan creator presses Edit clan. 4- Clan creator changes the fields he/she wants to update.	



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		5- System save changes.
Exceptions:	User Action	System Action
	1- Clan creator edits the name of the clan with an existing one.	
		2- System notifies the user that the name is taken "invalid name". 3- System doesn't continue until receives a valid one.
includes:		
Notes and Issues:		

Use Case ID:	16	
Use Case Name:	Join A Clan	
Actors:	Teacher and Student	
Pre-conditions:	Clan is successfully created and user logged in	
Post-conditions:	User joined the clan	
Flow of events:	User Action	System Action
	1- User request to join a clan.	



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		2- System add user to the requested clan.
Exceptions:	User Action	System Action
Includes:	Join chat	
Notes and Issues:		

Use Case ID:	17	
Use Case Name:	Clan invitation	
Actors:	Teacher, student	
Pre-conditions:	User is signed in in the system , the user is the clan creator	
Post-conditions:	User got an invitation	
Flow of events:	User Action	System Action
	1- Clan creator searches on the clan that he/she wants to invite the user to.	
		2- System opens the clan.



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	3- Clan creator opens the clan. 4- Clan creator presses invite button. 5- The clan creator searches on the user he/she wants to invite.	
		6- System shows the search result.
	7- The clan creator chooses the user he wants to invite. 8- The creator presses send invitation.	
		9- System notifies the user.
Exceptions:	User Action1	System Action
includes:		
Notes and Issues:		

Use Case ID:	18
Use Case Name:	Remove member
Actors:	Teacher, student



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Pre-conditions:	User is signed in in the system , the user is the clan creator.	
Post-conditions:	User got removed from the clan	
Flow of events:	User Action	System Action
	1- Clan creator searches on the clan that he/she wants to remove the user to.	
		2- System opens the clan.
	3- The clan creator opens the clan. 4- The clan creator searches on the user he/she wants to remove.	
		5- System shows the search result.
	6- The clan creator chooses the user he/she wants to remove. 7- The creator presses the remove button.	
		8- System removes the user from the clan. 9- System removes clan's badge from the user's profile.
Exceptions:	User Action	System Action



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extends:		
Notes and Issues		

Use Case ID:	19	
Use Case Name:	Clan chat	
Actors:	Teacher and Students	
Pre-conditions:	User must be signed in the system and a member in the clan	
Post-conditions:	System will notify other users in the same clan	
Flow of events:	User Action	System Action
	1- User chooses the chat room he/she wants to join 2- User enters the text he/she wants to send.	
		3- System notifies the other users in the clan.
Exceptions	User Action	System Action
	1- User doesn't have internet connection, so the msg will not be	



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	sent.	
Includes:		
Notes and Issues:		

Use case ID:	20	
Use Case Name:	Create individual fight games	
Actors:	Teachers and Admin	
Pre-conditions:	User has already signed up -user is the clan creator	
Post-conditions:	New fight will be available to the users	
Flow of events:	User Action	System Action
	1- The user will choose create game for fight	
		2- System will open form for the user to fill
	3- User should write unique name for the game and description	



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		4- System will allow the user to choose template for the game
	5- The user will choose template for the game 6- The user will enter the content of the game 7-The user will write instruction for the game 8- the user will press save	
		9- A unique ID will be given to the game 10- The system will save the game into the database. 11- The system will add the game to individual fight list.
Exceptions:	User Action	System Action
	1- User selects an name of an existing game.	
		2- System notifies the user that the name is taken "invalid name". 3- The system does not continue until receives a valid one
Includes:		
Notes and Issues:		



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Software Requirements Specifications

Use case ID:	21	
Use Case Name:	Join individual fight games	
Actors:	Teachers and Students	
Pre-conditions:	User has already signed up -user is the clan creator	
Post-conditions:	The user score may increase	
Flow of events:	User Action	System Action
	1- The user will go to the individual fight game list.	
		2- System will show the user the available categories in the fight list.
	3-The user will choose the category of the fight he want to enter.	
		4- The system will choose random fight from the fights in this category.



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Software Requirements Specifications

		<p>5-The system will show the user the game he will fight in .</p> <p>6- The system will open that game.</p>
		<p>7- System will match him/her with another user wants to play the same fight at the same moment.</p> <p>8- The system will show to each user the other user's profile .</p> <p>8- The system will open instruction for the game to the two users.</p> <p>9- The system will show the start game button for each user.</p>
	10- The user will press start play.	
		<p>11- The system will determine which user finishes the game first to announce the winner .</p> <p>10- The system will announce the winner to the two users.</p> <p>12- The system will increase the winner score and decrease it for the second user.</p> <p>13- The system will increase the number of winning fights in the winner profile by 1.</p>



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Software Requirements Specifications

Exceptions:	User Action	System Action
Includes:	Ranking	
Notes and Issues:		

Use case ID:	22	
Use Case Name:	Create clan fight game	
Actors:	Teachers and Admin	
Pre-conditions:	User has already signed up	
Post-conditions:	New clan fight will be available for clans	
Flow of events:	User Action	System Action
	1- The user will choose create game for clan fight.	
		2- System will open form for the user to fill.



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Software Requirements Specifications

	3- User should write unique name for the game and description .	
		4- System will allow the user to choose one or more template for the game.
	5- The user will choose templates for the game . 6- The user will enter the content of the game. 7-The user will write instruction for the game. 8- The user will press save.	
		9- A unique ID will be given to the game. 10- The system will save the game into the database. 11- The system will add the game to clan fights list.
Exceptions:	User Action	System Action
	1-User doesn't choose a valid name.	
		2-System will keep showing an error until user picks a valid name.
Includes:		



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Software Requirements Specifications

Notes and Issues:	
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Use case ID:	23	
Use Case Name:	Register for clan fight	
Actors:	Clan members and clan creator	
Pre-conditions:	Clan is registered in the system	
Post-conditions:		
Flow of events:	User Action	System Action
	1-Clan creator register in the fight.	
		2-System add the clan into the list of registers . 3-System notifies the clan members to choose to join with and only one clan he's joined.
	4-Clan members pick a clan.	
		5-System will mark the members who are not joining with this clan to remove them temporarily when the fight start .



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Software Requirements Specifications

Exceptions:	User Action	System Action
Includes:		
Notes and Issues:		

Use case ID:	24	
Use Case Name:	Play clan fight game	
Actors:	Clan members	
Pre-conditions:	Clan is already registered in the game.	
Post-conditions:		
Flow of events:	User Action	System Action
		1-Members who are not participating in fight or participating in another clan will be temporarily blocked from the clan.
	2- Clan members will open the game in its starting time.	
		3- System view the the clan the



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Software Requirements Specifications

		problems.
	4-Clan member pick a problem and open it.	
		5- System views the selected problem and its instructions and description.
	6-Clan member submits an answer after the clan discussion.	
		7-System saves the submission and reply with an correct/wrong answer after the game.
Exceptions:	User Action	System Action
	1-Clan is not registered in the fight.	
		2-System doesn't view the problems to that clan member
Includes:	Badges, ranking	
Notes and Issues:		

Use case ID:	25
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Software Requirements Specifications

Use Case Name:	Create game	
Actors:	Teachers and Admin	
Pre-conditions:	Sign up/in	
Post-conditions:	A new game is available on the system	
Flow of events:	User Action	System Action
	1- User select create game.	
		2- System ask user to choose one type of game categories.
	3- User select the type. 4- User open category template and use as much he/she want in the selected category.	
		5- System ask user to write description to this game.
Exceptions:	User Action	System Action
	1- If user choose name of the game that already have been taken.	
		2- System will notify the user that the name is taken before



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Software Requirements Specifications

Includes:	Rank difficulty
Notes and Issues:	

Use case ID:	26	
Use Case Name:	Comment	
Actors:	Teacher and Students	
Pre-conditions:	User must be signed in the system	
Post-conditions:	Comment will be added to the game	
Flow of events:	User Action	System Action
	1- User open the game he wants to comment on. 2- User comment on the game	
		3-System adds the comment in the game and make comment available for replies.
Exceptions	User Action	System Action
	1- User must not enter more than 140 characters.	
Includes:	Reply to comments	



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Software Requirements Specifications

Notes and Issues:	
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User Case ID:	27	
Use Case Name:	Reply to comments	
Actors:	Teacher	
Pre-conditions:	Teacher is signed in in the system	
Post-conditions:	Replay will be added in the comment	
Flow of events:	User Action	System Action
	1- Teacher reply to a comment written by a student.	
		2- System post his reply and notify the student.
Exceptions	User Action	System Action
Includes:		
Notes and Issues:		



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Software Requirements Specifications

User Case ID:	28	
Use Case Name:	Ask question	
Actors:	Teachers and Students	
Pre-conditions:	Teacher is signed in in the system	
Post-conditions:	Replay will be added in the comment	
Flow of events:	User Action	System Action
	1- User press Ask Question button on the toolbar.	
		2- System opens private chat between the user and the admin.
	3- User asks about what he wants and after every message presses send.	
		4- System notifies the admin after the inquiry has been sent.
Exceptions	User Action	System Action
	1- User loses internet connection.	
		2- System notifies the user that



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Software Requirements Specifications

	he/she should connect to internet.
Includes:	
Notes and Issues:	

User Case ID:	29	
Use Case Name:	Answer questions	
Actors:	Admin	
Pre-conditions:	Admin is in the system and receives a question	
Post-conditions:		
Flow of events:	User Action	System Action
	1- Admin selects the chat box. 2- Admin opens the unread chat. 3- Admin writes the answer and press send after each msg.	
		4- System notifies the User after the answer of the inquiry has been received.
Exceptions	User Action	System Action
	1- Admin loses Internet connection.	



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Software Requirements Specifications

		2- System notifies the Admin that he/she should connect to internet.
Includes:		
Notes and Issues:		

Ownership Report

Item	Owners
sign up,validate sign up,, sign in,validate sign in, forget password ,Edit profile , view profile ,play Game ,create game,edit game,remove game,difficulty rank,rate game,	<i>all team</i>



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Software Requirements Specifications

comment ,reply to comment,ask question,reply on question,create clan,join clan,join chat ,edit clan,clan invitation,remove member ,delete clan,search,badges,ban user ,sign out	
clans /badges	Maryam El-sokkary

<https://github.com/Omaar22/kangae->