Software Requirements Specification

Version 1.0

<<Annotated Version>>

June 20, 2020

Roulette Game

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Submitted in partial fulfillment

Of the requirements of

Software Engineering Cource

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# 1.0. Introduction

## 1.1. Purpose

The purpose of this document is to present a detailed description of the Roulette Game . It will explain the purpose and features of the game, how the game will be played, This document is intended for both the stakeholders and the developers of the system.

## 1.2. Scope of Project

This software system will be proposed to the young category of the society. This system will be designed to enjoy by providing tools look like real.

More specifically, this system is designed to allow young category make money .

## 1.3. Glossary

|  |  |
| --- | --- |
| **Term** | **Definition** |
| chips | Plastic slices that represents the amount of bit money. |
| bit | Part that takes place of bit table. |
| Database | Collection of all the information monitored by this system. |
| wheel | Part of table that specifies the selected number. |
| Player | The person who start the game and win or loss. |

## 1.4. References

Unity web site.

## 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.