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.

# 2.0. Overall Description

## 2.1 System Environment

player

HS DB

New Game

Load Game

Roulette Game

Figure 1 - System Environment

The Roulette Game has one active actor and one cooperating system.

The Player access to New Game and Load Game.

## 2.2 Functional Requirements Specification

This section outlines the use cases for Player. The player have two use cases .

#### 2.2.1 player Use Case

#### **Use case:** Search Article

Load Game

Player

New Game

**Diagram:**

**Brief Description**

The Player access the New Game and insert row to DB either access to Load Game and Update specific row in DB.

**Initial Step-By-Step Description**

After this use case:

1. The Player chooses chip and set it in a chosen bit.
2. The Player press start button.
3. The Player wait to stop wheel.
4. The Player win or loss.

## 2.3 User Characteristics

The Player must be know the rules of the Game and +18.

## 2.4 Non-Functional Requirements

The Game must be run with high speed so that we used C# software language ,

It need 2G RAM and more , and suitable screen card.