

Software Requirements Specification (SRS) Document

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Brief problem statement :-

To develop a 3D endless running game for Android or web platform that considers user interaction to control it.

System requirements:-

Generally content developed with Unity can run pretty much everywhere. How, well it runs is dependent on the complexity of the project. More detailed requirements are :

- OS: Windows XP SP2+, Mac OS X 10.8+, Ubuntu 12.04+, SteamOS+ which can be run Java and JavaScript libraries.
- Graphics card: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.(DX- Direct X Support)
- Web-Browser: Any recent desktop version of Firefox, Chrome, Edge or Safari.
- Smart-phones based on Android.

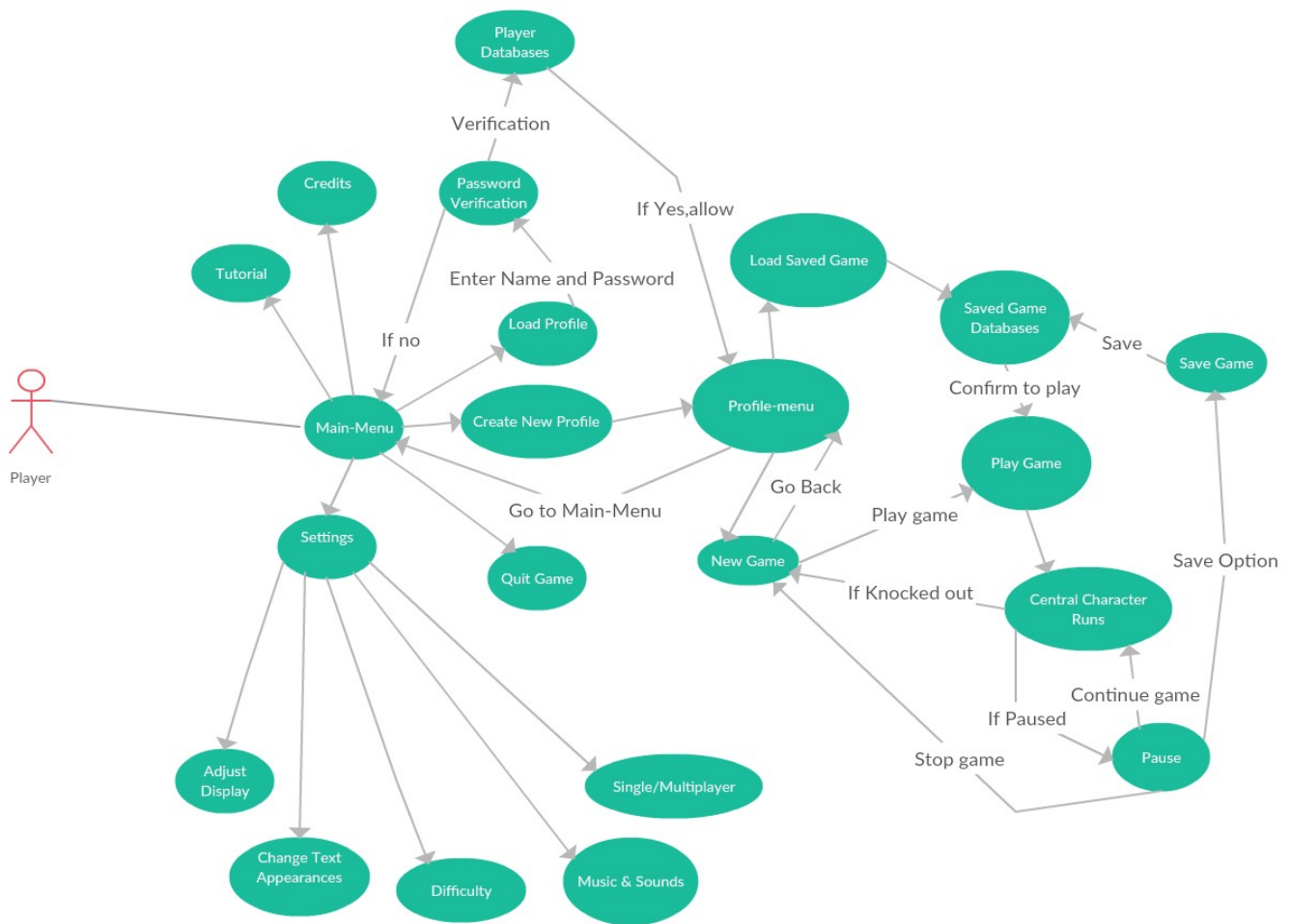
User Profiles:-

- 1)Basic computer skill.
- 2)Should know how to manipulate mouse and keyboard.

Feature requirements (described using use cases)

No.	User Case Name	Description	Release
1.	Central character (Hero)	The main character of the game which can run,slide,jump etc.	R1
2.	Running Track & Surrounding	The central character always perform on the track. Surrounding may change after some time.	R2
3.	Adding events	Creating system event like raising difficulty level, also parameter like distance run, score,bonuses.	R3
4.	Prepare GUI	Prepare a user-friendly GUI to access and control the features of the game.	R4
5.	Preparing Android App	Using Android Studio or other android development tools to create a mobile app version	R5

Use case diagram:-



Use case description:-

Use Case Number:	UC-01
Use Case Name:	Load profile
Overview:	The user has to login to access his/her profile.
Actors:	User.
Pre condition:	The user should be already registered in the game database.
Flow:	The following step are to be followed: 1)User has to verify himself/herself using username and password. 2)The game engine will check the user credential in its database. 3)If verified to be true, allow access to profile.
	Alternate Flows: If not allowed goes back to main menu.
Post Condition:	Null.

Use Case Number:	UC-02
Use Case Name:	Create profile.
Overview:	Allows a new user create his/her profile.
Actors:	User
Pre condition:	While creating profile, the newly entered user's credentials should not exist in the database(No Duplication allowed.).
Flow:	The following step are to be followed: 1)The new user enter his/her username and password. 2)The user's credentials are added to the database.
	Alternate Flows:If user name already exists,It will reject.
Post Condition:	If accepted,the new user gets logged in with entered user 's credentials.

Use Case Number:	UC-03
Use Case Name:	Settings.
Overview:	Maintains and controls all the components of the game like Display,Music & Sounds,Single-player/Multi-player mode,Game level etc.
Actors:	User.
Pre condition:	The game setting should be compatible with the user's computer. Ex- Game resolution like 1080p is not supported in older computer
Flow:	Main (success) Flow: 1)User adjust the components of the game. 2)The game engine will run the game based on user's setting.
	Alternate Flows:(If fails) 1)If settings are not compatible ,game will exit.
Post Condition:	Display,Music & Sounds,Single-player/Multi-player mode,Game level will change according to user requirement.

Use Case Number:	UC-04
Use Case Name:	Save game setting.
Overview:	The user will be able to save his game.
Actors:	User.
Pre condition:	The user has to save his/her game with a unique name.
Flow:	Main (success) Flow: 1)The user enters the unique name for his/her game. 2)If entered name is unique, it is added to saved game database.
	Alternate Flows: If name is not unique it will prompt to overwrite the existing game or not.
Post Condition	New game is saved or the existing game is overwritten with the new one.

Use Case Number:	UC-05
Use Case Name:	Play Game.
Overview:	Allows user to play the game.
Actors:	User.
Pre condition:	The user should know how to play the game.
Flow:	Main (success) Flow: Central character runs, jumps, slides,dodges obstacles to continue playing the game.
	Alternate Flows: The central character gets knocked out,
Post Condition:	Game is over. Play again to start a new game.