Software Requirements Specification (SRS)

Project Name:

Tappy Game

Prepared by:

Fathima sanaa

Manisha

Monika devi

INTRODUCTION:

PURPOSE:

This document outlines the requirements for Tappy Game, where the player navigates a character through obstacles by tapping to jump. It includes a results screen showing the player's current score, best score, username, and a restart option.

SCOPE:

The game is designed for mobile platforms and provides simple gameplay with an interactive results screen after the game ends.

OVERALL DESCRIPTION:

PRODUCT PERSPECTIVE:

Tappy Game is a mobile side-scroller. The player taps to jump and avoid obstacles, with a results screen to track performance.

PRODUCT FEATURES:

- Continuous side-scrolling gameplay.
- Tap-to-jump mechanic.
- Randomly generated obstacles.

• Score tracking and results screen.

USER CHARACTERISTICS:

The app is for casual gamers of all ages.

SYSTEM FEATURES:

JUMPING MECHANISM:

- Description: The character will jump when the screen is tapped.
- Functional Requirements:

A single tap causes the character to jump.

OBSTACLE AVOIDANCE:

- Description: Randomly generated obstacles to avoid.
- Functional Requirements:

The game should generate random obstacles.

Colliding with an obstacle ends the game.

SCORE SYSTEM:

- Description: Tracks the number of obstacles avoided.
- Functional Requirements:

The score increases based on the number of obstacles avoided.

RESULT SCREEN:

• Description: Displays after the game ends, showing current score, best score, username, and an option to restart the game.

• FUNCTIONAL REQUIREMENTS:

The result screen should display the player's current score, best score, and username.

There should be a restart button to begin a new game.

The game should store the best score and compare it with the current score.

NON FUNCTIONAL REQUIREMENTS:

PERFORMANCE REQUIREMENTS:

• The game should run smoothly on mobile devices without noticeable lag. **USABILITY:**

Simple tap-based controls and intuitive results screen for easy interaction.