

Gaming Tournament-Application

Software requirements specification

Document Name: Gaming Tournament-Application

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1. Abstract:

- A registration form is **a list of fields that a user will input data into and submit to a company or individual**. There are many reasons why you would want a person to fill out a registration form. Companies use registration forms to sign up customers for subscriptions, services, or other programs or plans.
- Hosting an ESports tournament? No matter the game, level up your online registration process with our free Gaming Tournament Registration Form! Teams or individual players can submit their registration information, such as name, email address, and logo, before selecting their game of choice.

2. Module description

2.1 Log in/ Sign in:

Click Create New Account then read and agree to the Terms of Service. Once you have done that, enter in the email address you would like to use, along with your display name, password, and date of birth. Once that is done, click Continue. Congratulations, you now have Registered! Internet gaming account means an account established by a licensee that a patron shall use for the deposit and withdrawal of funds used for Internet wagering.

2.2 Home Page:

Many video games have their own websites; each plays an individual role. Some of them can be just promo sites made before a video game is released. Sometimes game websites serve not only as content storage but also as a community platform

2.3 Product Page:

A design viewpoint in which the design target is a personal object (a consumer product), such as a device or software app, that a user buys

for private use. The product perspective is a consumer perspective. A design viewpoint in which the design target is a personal object (a consumer product), such as a device or software app, that a user buys for private use. The product perspective is a consumer perspective

For many projects, certainly in the commercial product perspective and often in the enterprise system perspective, high rigor isn't necessary, isn't worth the cost, or simply isn't possible given limited project resources.

2 Functional requirements

3.1 Login requirements:

User must have an account to access the webpage. If the user is new he must sign in to access the webpage. User must provide their ID proof and contact details before rent a product.

3.2 Page requirements:

- Decide what type of gaming site you'll create.
- Sign up for an appropriate hosting plan.
- Register a domain name for your site.
- Choose a theme and customize your gaming website.
- Optionally, make a dedicated game server.

3.3 Product list requirements:

Every product should contains product image, price, specification, add to wish list and add to list. And below the image available and unavailable status should be mentioned.

- Who will be the target audience
- What will be your source of earning
- Who will be business partners
- How will you market your game

4 Non Functional requirements

4.1 Display requirements:

The display used for gaming is an obvious necessity. Years ago, CRT monitors were the optimum device for gaming due to the high contrast, however, today, any flat screen TV or

monitor can be used to give the gamer a crisp high definition experience. With PC gaming, multiple monitors can be used to enhance the experience with certain games.

4.2 Graphical requirements:

Gaming is more popular than ever these days, and that trend isn't likely to stop anytime soon. That also means there's a great opportunity if you know how to make a website and tailor it to gaming specifically, be it a gaming blog or a streamer's website. Depending on which games you want to focus on, you might even set up your own server people can play on.

5 High level design

The player's chance at being detected is determined by whether they are standing in light or in the dark. When the player is spotted, a detection meter begins to fill up and when it completely fills, the player is detected.

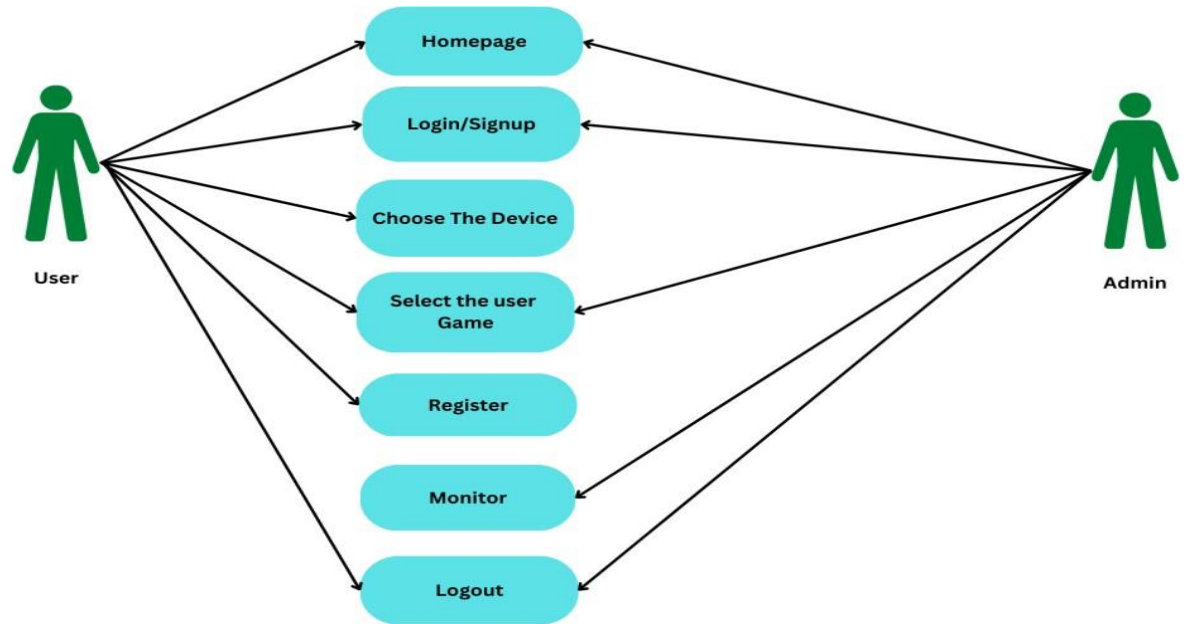
- All pages must have footer and in footer contact details and help link is given.
- All pages should have menu icon on the top left corner of the header.
- All product segments at the header are provided with button style and should not be underlined.
- All the clickable contents are highlighted in bright colour when user hovers on it.
- Add to list and add to wish list should have radio button.
- Menu icon should have three lined button style.
- All pages must have application name as header and below that product segments are arranged in horizontal line.
- Home page should have rules, agenda and instructions for the users as the body content.

5.1 Low level design

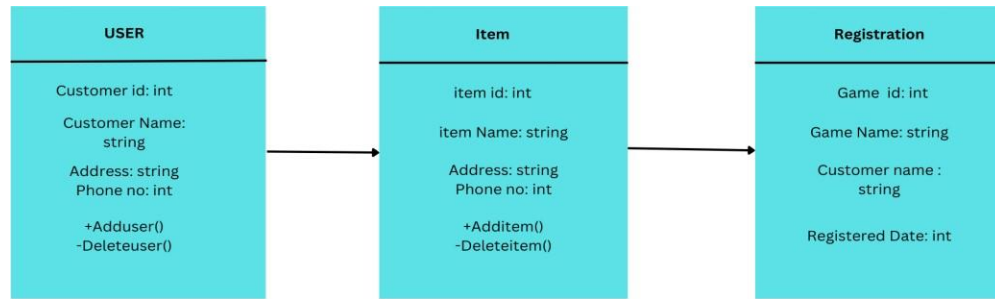
The player has two statistics called "detection rating" which is based on whether they are standing in light or in dark and "visibility" which is also determined by where the player is. When the player is in the dark their visibility is considered low, meaning that enemies will only detect the player from 3 feet away or closer.

6 Diagrams:

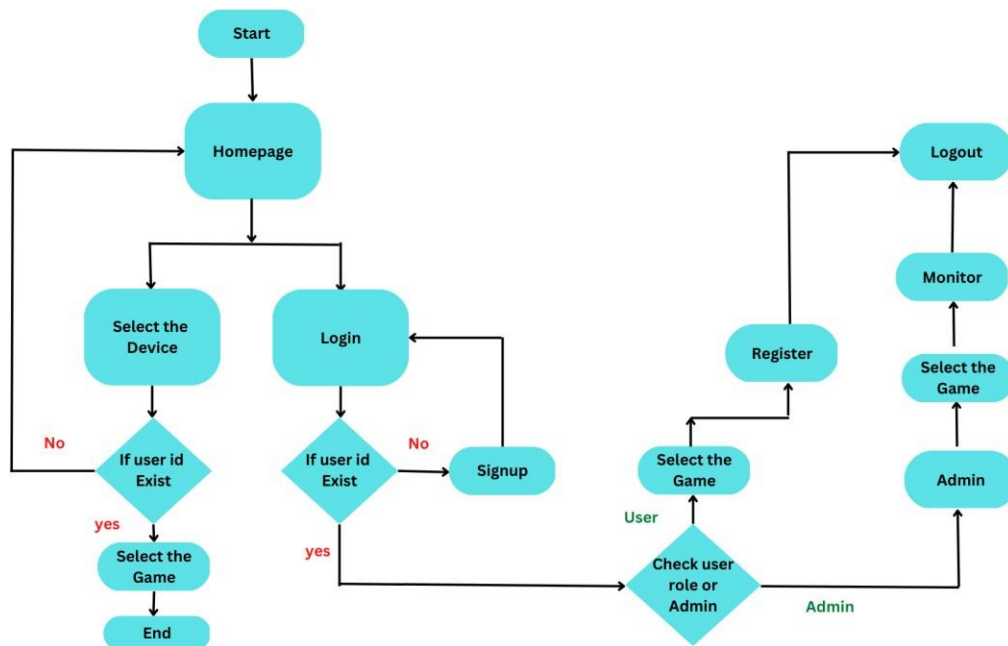
6.1 Use case diagram:



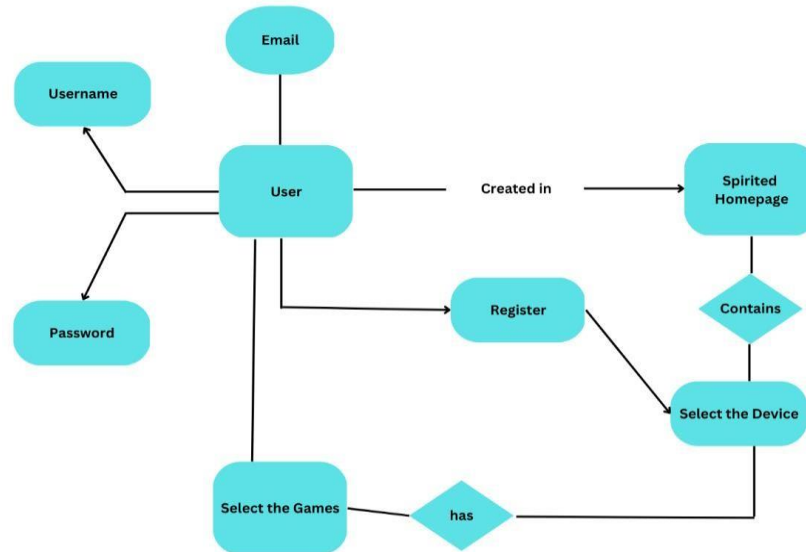
6.2 Class diagram:



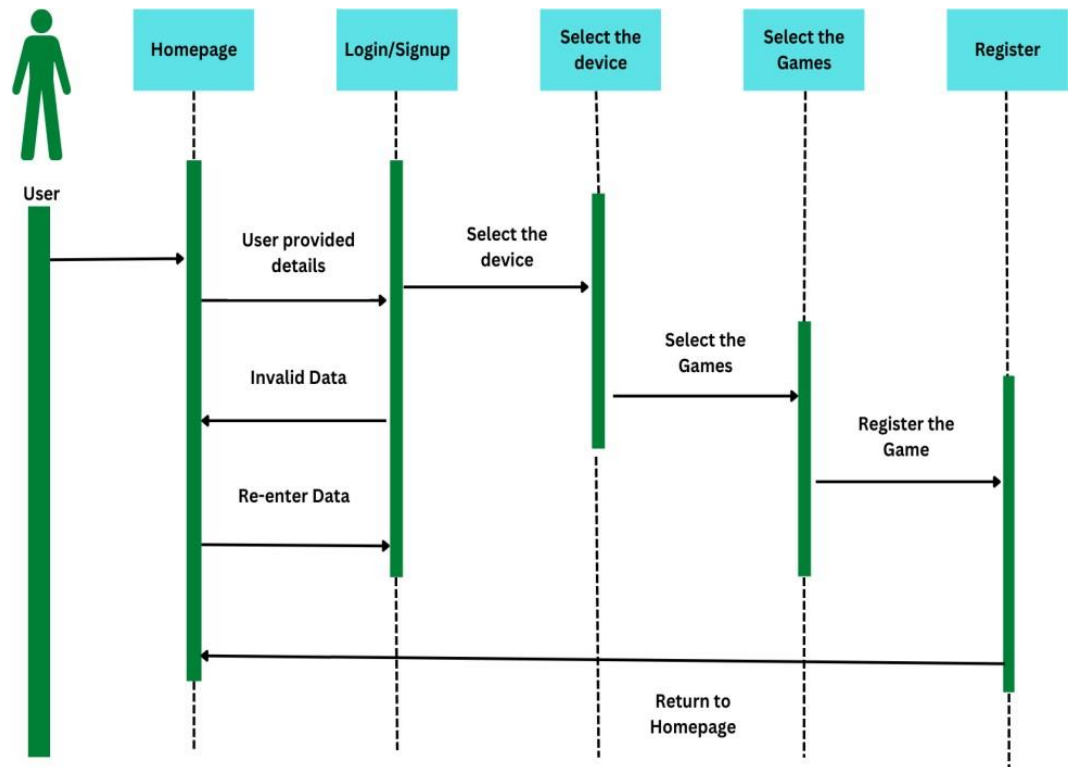
6.3 Flowchart:



6.4 Entity relationship diagram:



6.5 Sequence diagram:



7. Test case:

- When user click on add to wish list radio button then the product is saved in the wish list page.
- When user click on add to list then it is added to the list page.
- User cannot able to enter with wrong password.
- Contents in the page is aligned to right position when the screen size is reduced.
- Amount is calculated according to the number of hours given on every product.