
Software Specification Document



1. Purpose: “La pompe à essence” is a mobile application, more precisely a drinking game.
2. Intended user: young adult, between 18 and 25 years old.
3. Rules: There are 6 glasses numbered from 1 to 6 and a dice. At the beginning all the glasses are full. One player rolls the dice. If the number on the dice is one of a full glass, he takes a sip, the glass is emptied, and he plays again. If the number on the dice is one of an empty glass, he fulfils the glass, and give the dice to the next player.
4. Functionalities:
 - Roll the dice: Clicking on the dice will add a force and a torque to it. It’s not possible to add force on it if its already moving.
 - Next player: When you have the number of an empty glass, a “next player” button appear. Its purpose is to notify that your turn is finished.
 - Pause button : Set the TimeScale to 0 so nothing is happening in the game; Also display the pause menu.
 - Restart: Set all the glasses to full, the dice come back to its initial position and the TimeScale is back to 1.
 - Logout: Signout the current user, sending you back to the Signin/Login screen.
 - Quit: Quit the application.
 - Resume: Set the TimeScale back to 1.
 - Signin/Login: Respectively allow to signin to the Firebase database or to login to the game (when you signin you’re automatically logged in).
5. User Interfaces:
 - Front-end: Unity (C#)
 - Back-end: Firebase (NoSQL)



6. Design flowchart:

