

# Software Requirements Specification Document

Project: Android App - Tangram

Team: 16

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## Brief problem statement

Tangram Block Puzzle is an android game currently under development by the Playzio Team. Our objective is to implement additional features and functionality to this game such as more levels, multiplayer mode, Facebook integration, etc.

Currently the game supports basic functionality and we can use all 6 modes of the game which have a few levels each.

## System requirements

The target devices are smartphones operating on Android.

## User profile

The end users are mostly children in their early teens and casual gamers who are looking for a challenge.

## Feature requirements (described using use cases)

UC No.	Use Case Name	Description	Release
1	Start new game	Starts a new game, allows us to select game mode.	R1
2	View scores	Show recent scores of players and highscores.	R1
3	Select Level	Allows us to select a level and starts the game.	R1

Use case diagram

## Use case description

Use Case Number:	1
Use Case Name:	Start new game
Overview:	Allows us to start a new game, which loads up mode select menu which lets us select a game mode from 6 different game modes.
Actors:	User, System
Pre Conditions:	App launched
Main flow:	<ol style="list-style-type: none"><li>1. Shows us 6 buttons to choose from where each button corresponds to a certain game mode.</li><li>2. A back button is also present to get back to the main menu.</li><li>3. Select a game mode or go back to the main menu by clicking on one of the buttons.</li></ol>
Alternate flow	<ol style="list-style-type: none"><li>1. If selected mode has no levels, go back to step 1 of main flow and select another game mode.</li></ol>
Post Conditions:	Game mode selected and level selection is displayed.

Use Case Number:	2
Use Case Name:	View scores
Overview:	To view the recent scores and high scores of users.
Actors:	User, System
Pre Conditions:	App launched
Main flow:	<ol style="list-style-type: none"><li>1. Displays the High scores in a table followed by recent scores.</li></ol>
Alternate flow	<ol style="list-style-type: none"><li>1. If there are no High scores, display that no games are played in the high scores table.</li></ol>
Post Conditions:	User viewed High scores and Recent scores.

Use Case Number:	3
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Use Case Name:	Select Level
Overview:	To select a level which would start the game
Actors:	User, System
Pre Conditions:	A new game has been started and mode has been selected.
Main flow:	<ol style="list-style-type: none"> <li>1. Shows us buttons corresponding to each level (approximately 50 buttons corresponding to 50 levels in each mode).</li> <li>2. A back button is also present to get back to the mode select menu.</li> <li>3. Select a level or go back to the mode selection menu by clicking on one of the buttons.</li> </ol>
Alternate flow	<ol style="list-style-type: none"> <li>1. If selected level is locked, go back to step 1 of main flow and select another level which is currently unlocked.</li> </ol>
Post Conditions:	Level selection completed and the game starts.