Cairo University  
Faculty of Computers and Information



**CS251**

**Software Engineering I**

Project Name

Software Requirements Specifications

Team Names

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# Team

|  |  |  |
| --- | --- | --- |
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| 20140190 | Omar Mustafa Muhammad |  |

# Document Purpose and Audience

* **A Software description of a web application of a game**
* **The project manager and customer**

# Introduction

Software Purpose:

Top of Form

The Special Rapporteur is the easiest and most interesting in the content of a simple game ironing students enjoy.

Software Purpose The primary purpose of this game-based educational platform is students’ self-learning, as it will teach them some basic educational concepts through playing games related to specific fields like Science, math, IQ…etc. Software Scope: This project is creating game-based educational platform which offers an educational games on the website. The project will be completed by May, 2017. Modules of the game will include a simple calculation games, a way for self-education for students, and a way to motivate them to continue playing and learning.

Bottom of Form

Functional &Non Functional Requirements

|  |  |
| --- | --- |
| Functional Requirements | Non Functional Requirements |
| Student and teacher must create account to Signing in site. | Security: The system does not allow to enter only before create new account or enter the user name and password. |
| The existence of a list of all the games to the student will be able to choose your favorite game. | Performance |
| The student should assess the game or comment if an enjoyable stay or ordinary or boring. | Availability: system is available any time. |
| Top of Form  The teacher to respond to the comments of the students  Bottom of Form | Quality |
| The presence of options, including re-started the game or log out |  |

# 

# System Models

## Use Case Model

* **Using UML, write the use case model expressing the system actors & operations**

## 

## Use Case Tables

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 1 | |
| Use Case Name: | Create account | |
| Actors: | Student, Teacher | |
| Pre-conditions: | Enter URL of the website | |
| Post-conditions: | Receive email confirmation | |
| Flow of events: | **User Action** | **System Action** |
| 1- User Enter Card and Password. |  |
|  | 2-System Check on password validation |
| 3- User enter his information |  |
|  |  | 4- System Verify user data |
|  | 5- User press on Send button |  |
|  |  | 6- System Send Confirmation email |
| Exceptions: | **User Action** | **System Action** |
| 1- User Enter Card and Password. |  |
|  |  | 2-Card is invalid and unreadable. |
| Includes: | User Receive email confirmation | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 2 | |
| Use Case Name: | Signing in | |
| Actors: | Student, Teacher | |
| Pre-conditions: | User receive email confirmation | |
| Post-conditions: | System Check on validation of User name and Password | |
| Flow of events: | **User Action** | **System Action** |
| 1-User enter the user name and password | 1-System check the validation of user name and password |
| Exceptions: | **User Action** | **System Action** |
| 1-User enter the user name and password | 1-Invaild user name or password |
| Includes: | Open the profile of the user | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 3 | |
| Use Case Name: | Choose a game | |
| Actors: | Student | |
| Pre-conditions: | Login to User profile | |
| Post-conditions: | Choose the degree of difficulty | |
| Flow of events: | **User Action** | **System Action** |
| User Choose a game | Go to this game |
| Includes: | Choose the difficulty of the game and start paly | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 4 | |
| Use Case Name: | Start The game | |
| Actors: | Student | |
| Pre-conditions: | Choose the game | |
| Post-conditions: | Play the game | |
| Flow of events: | **User Action** | **System Action** |
| Start The game | System will go to the game |
| Exceptions: | **User Action** | **System Action** |
| Student start the game | There is no selected game to start the game |
| Includes: | System will go to the game | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 5 | |
| Use Case Name: | write comments | |
| Actors: | Student | |
| Pre-conditions: | User playing a game | |
| Post-conditions: | Teacher see the Student’s Comment | |
| Flow of events: | **User Action** | **System Action** |
| User post a comment |  |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 6 | |
| Use Case Name: | Creating games | |
| Actors: | Teacher | |
| Pre-conditions: | Teacher Log in to his profile | |
| Post-conditions: | This game list to its pecific type | |
| Flow of events: | **User Action** | **System Action** |
| Teacher Create a game | System list the game to its specific type |
| Includes: | System List the game to its specific type | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 7 | |
| Use Case Name: | Editing games | |
| Actors: | Teacher | |
| Pre-conditions: | Teacher should select to the game which he want to edit it | |
| Post-conditions: | The game will be edit | |
| Flow of events: | **User Action** | **System Action** |
| Teacher select to the game which he want to edit it | System will make this game edited |
| Exceptions: | **User Action** | **System Action** |
| Teacher select to the game which he want to edit it | There is no game selected to edit |
| Includes: | System make this game edited | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 8 | |
| Use Case Name: | Removing games | |
| Actors: | Teacher | |
| Pre-conditions: | Teacher should select to the game which he want to remove it | |
| Post-conditions: | The game will be remove | |
| Flow of events: | **User Action** | **System Action** |
| Teacher select to the game which he want to remove it | System will make this game removed |
| Exceptions: | **User Action** | **System Action** |
| Teacher select to the game which he want to remove it | There is no game selected to remove |
| Includes: | System make this game edited | |

|  |  |  |
| --- | --- | --- |
| Use Case ID: | 9 | |
| Use Case Name: | respond on students comments | |
| Actors: | Teacher | |
| Pre-conditions: | Student Should be post a comment | |
| Post-conditions: | The student receive notification that the teacher response to his comment | |
| Flow of events: | **User Action** | **System Action** |
| Teacher response to a student comment | System will send notification to the student that the teacher response to his comment |
| Includes: | System will send notification to the student that the teacher response to his comment | |

# Ownership Report

|  |  |
| --- | --- |
| **Item** | **Owners** |
| Software scope, function requirements | *Omar Mustafa Mohammed* |
| Nonfunctional requirements | *Omar Mustafa Mohammed* |
| Use case | *Ahmed Mustafa Faisl* |
| UML | *Ahmed Mustafa Faisl* |

# Policy Regarding Plagiarism:

**Students have collective ownership and responsibility of their project. Any violation of academic honesty will have severe consequences and punishment for ALL team members.**

1. تشجع الكلية على مناقشة الأفكار و تبادل المعلومات و مناقشات الطلاب حيث يعتبر هذا جوهريا لعملية تعليمية سليمة
2. ساعد زملاءك على قدر ما تستطيع و حل لهم مشاكلهم فى الكود و لكن تبادل الحلول غير مقبول و يعتبر غشا.
3. أى حل يتشابه مع أى حل آخر بدرجة تقطع بأنهما منقولان من نفس المصدر سيعتبر أن صاحبيهما قد قاما بالغش.
4. قد توجد على النت برامج مشابهة لما نكتبه هنا أى نسخ من على النت يعتبر غشا يحاسب عليه صاحبه.
5. إذا لم تكن متأكدا أن فعلا ما يعد غشا فلتسأل المعيد أو أستاذ المادة.
6. فى حالة ثبوت الغش سيأخذ الطالب سالب درجة المسألة ، و فى حالة تكرار الغش سيرسب الطالب فى المقرر.