LETTERS AND NUMBERS

DESIGN SPECIFICATION DOCUMENT

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1. Introduction

This document prepared for Letters and Numbers Game. Letters and Numbers Game is a web application. This section will specify the purpose and scope content of the Numbers and Letters.

1.1 Purpose

The purpose of this document is giving detail about Letters and Numbers application. Document will contain detailed description of the requirements. Customers can give approval for this project by looking at this document.

1.2 Scope

'Letters and Numbers' is a web application which design to be fun. It can be download and played offline. Application will have two different game. Users can register and play the games. They will have total score at the end. Users will be able to see theirs high scores.

1.3 Definitions, Acronyms, and Abbreviations

ReCAPTCHA	Security service that protects websites from attacks. It distinguishes machine from human
Customer	Anyone using website
User	Anyone who is register to website. Which plays the game, view the best scores
DSD	Design specification document
Guest	Anyone visiting website without register
Admin	Somebody who manages website. Which view the users, changes the games options
Javascript	An object-oriented computer programming language
Html	HTML stands for Hyper Text Markup Language. HTML is the standard markup language for creating Web pages

1.4 References

Document Shared in Lectures

1.5 Overview

After this part we will explain our requirements. Also, we will show our class Diagrams.

In the first part of DSD we will give brief introduction. Then we explain our General Descriptions and after that we will explain our detailed description of the requirements. In the end we will show our Class Diagrams.

2. General Description

This section of the DSD describes the general factors that affect the product and its requirements.

2.1 Product Perspective

-Haydibil.com is a similar web application with our website.

'Haydibil.com' has seven games, different from them we will only have two games. Different from this site we will ask 5 number and 5 letter questions with turns. After 10 question we will show the user's score. Every question will have specific time similar to Haydibil.com. The main difference from Haydibil.com is our site will not be multiuser game. Similar to Haydibil.com we will build a web-based application by using JavaScript and HTML.

-Bir Kelime Bir İşlem is a similar mobile application with our website.

Similarly, our game will use same game logic. But different from this application every question will have specific time. Also, we will try to make questions more difficult. The difference between our project and Bir Kelime Bir İşlem is that we will build a web-based application.

2.2 General Constraints

Hardware and Software Constraints

System shall need Windows 7 or greater versions of Windows.

1.5 GHz or faster processor

1 GB of RAM

10 GB of available hard disk space

2.3 Assumptions and Dependencies

We assume all the users have knowledge of computer at a basic level and they need to be online for download the game. Users must have an active e-mail address for sign up to our system.

3. System Design

3.1 ARCHITECTURAL SYSTEM DESIGN

The block diagram below represents the principal operational parts of the system and their interactions.

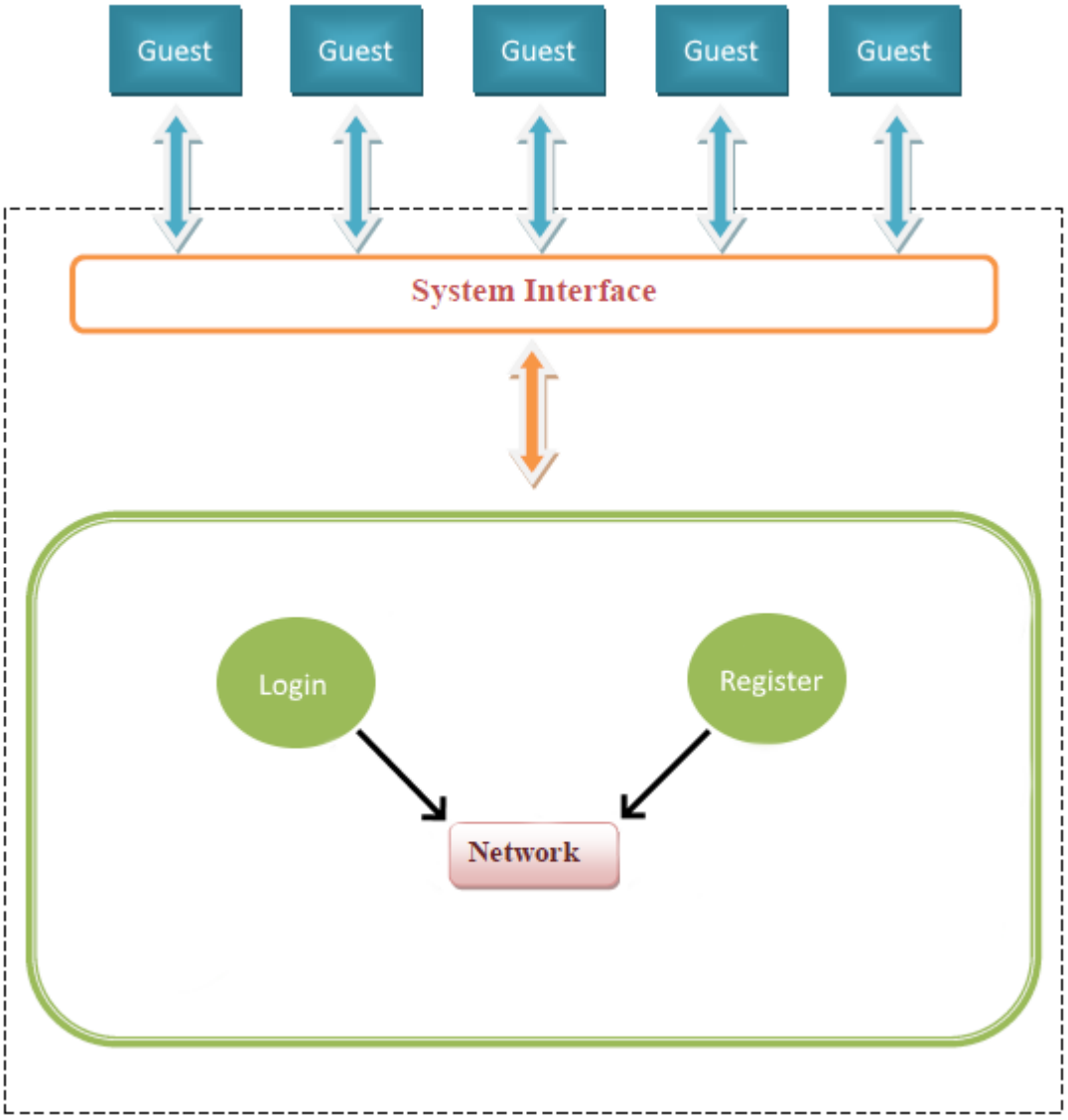


Figure 1.1: Block diagram of “Letters and Numbers” for “Guests”

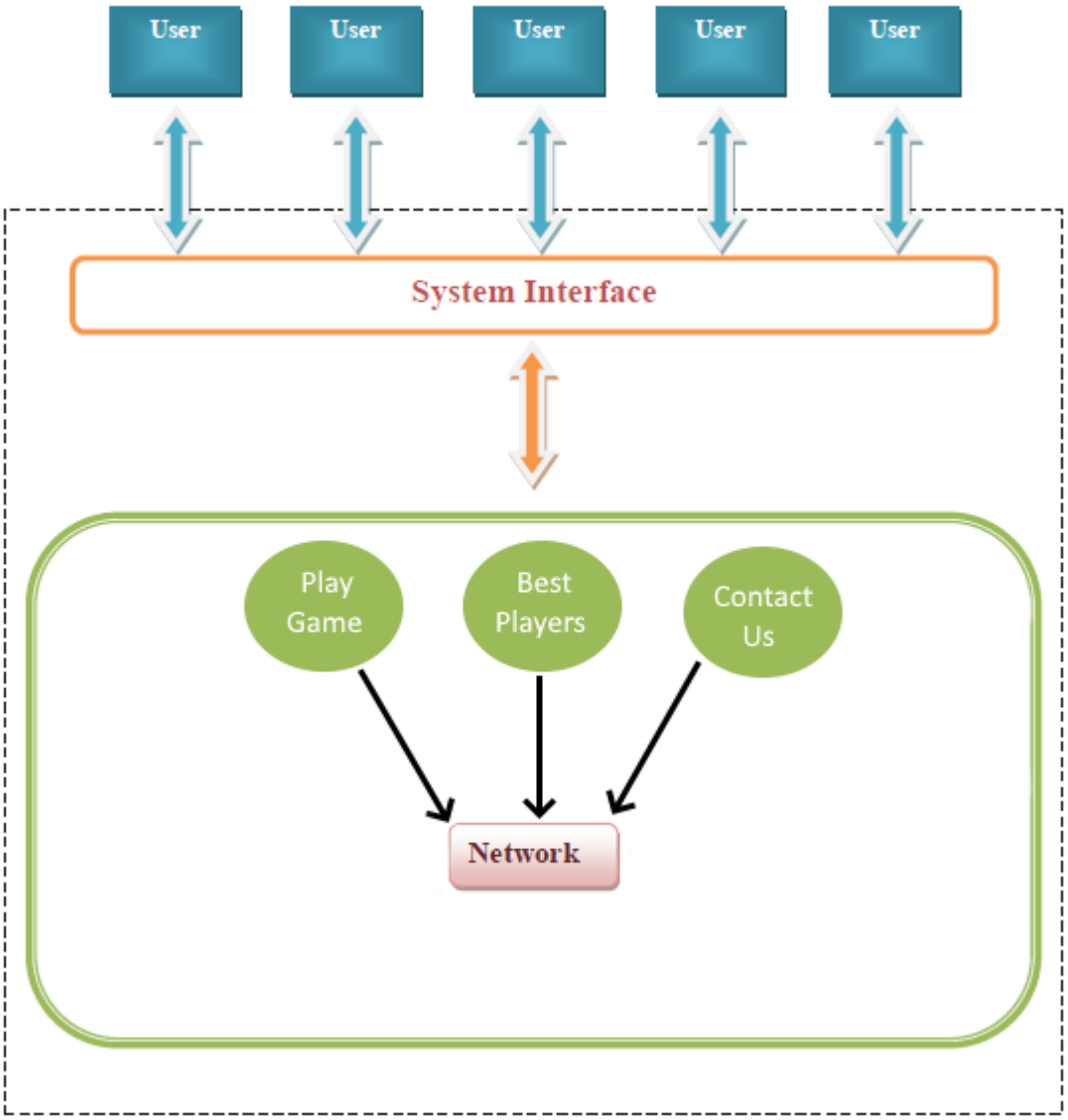


Figure 1.2: Block diagram of “Letters and Numbers” for “Users”

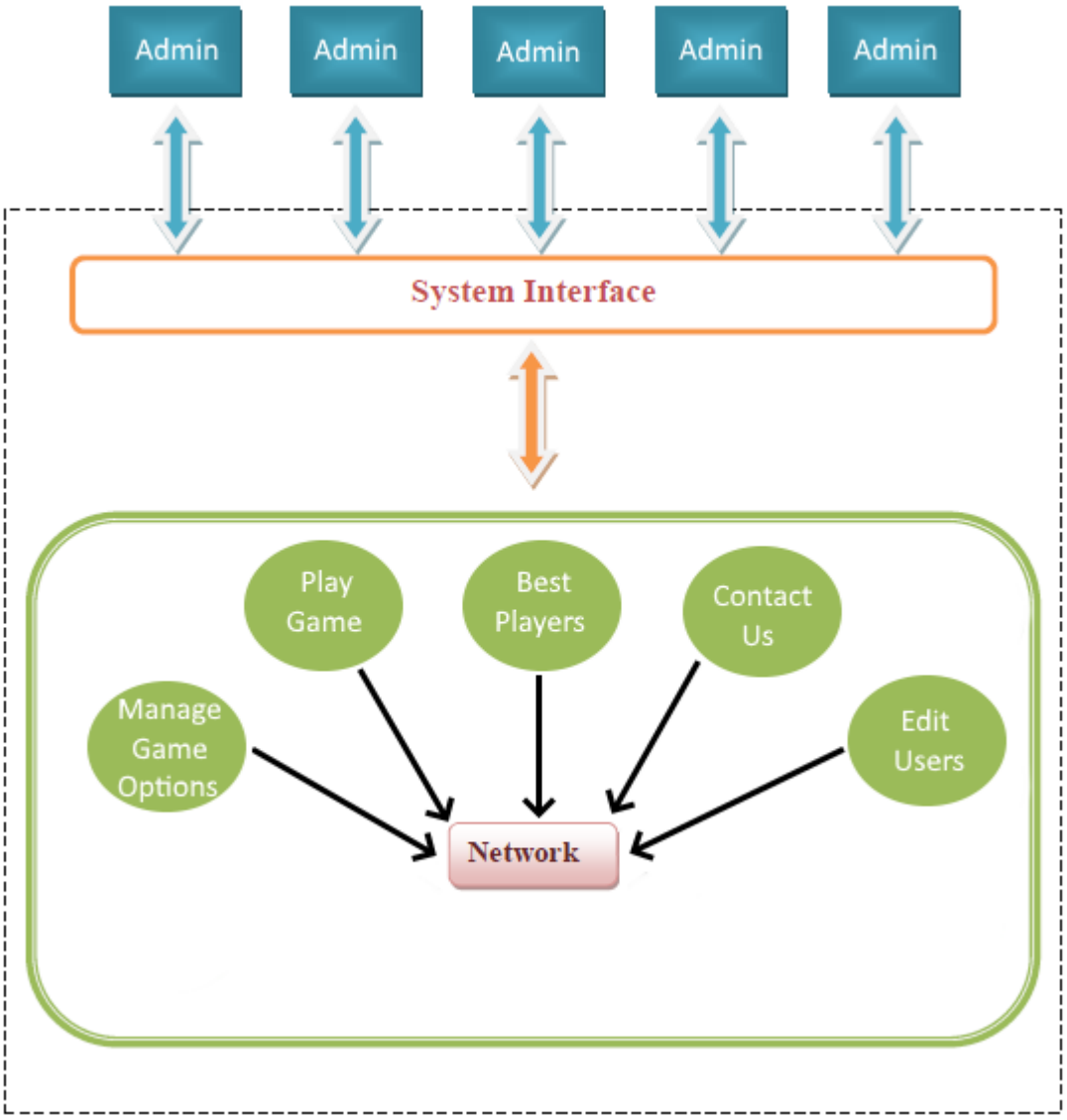


Figure 1.3: Block diagram of “Letters and Numbers” for “Admins”

3.2 SEQUENCE DIAGRAMS

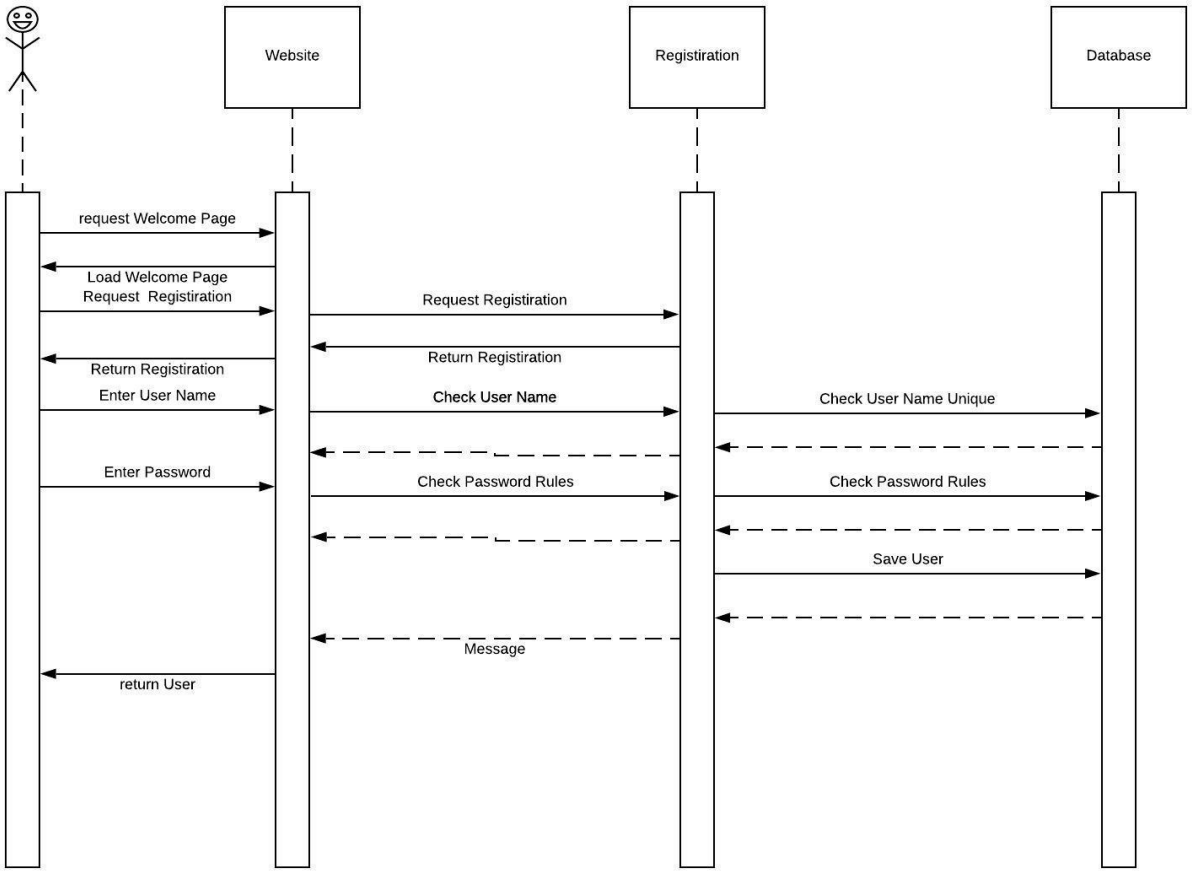


Figure 2.1: Sequence diagram of “Registration”

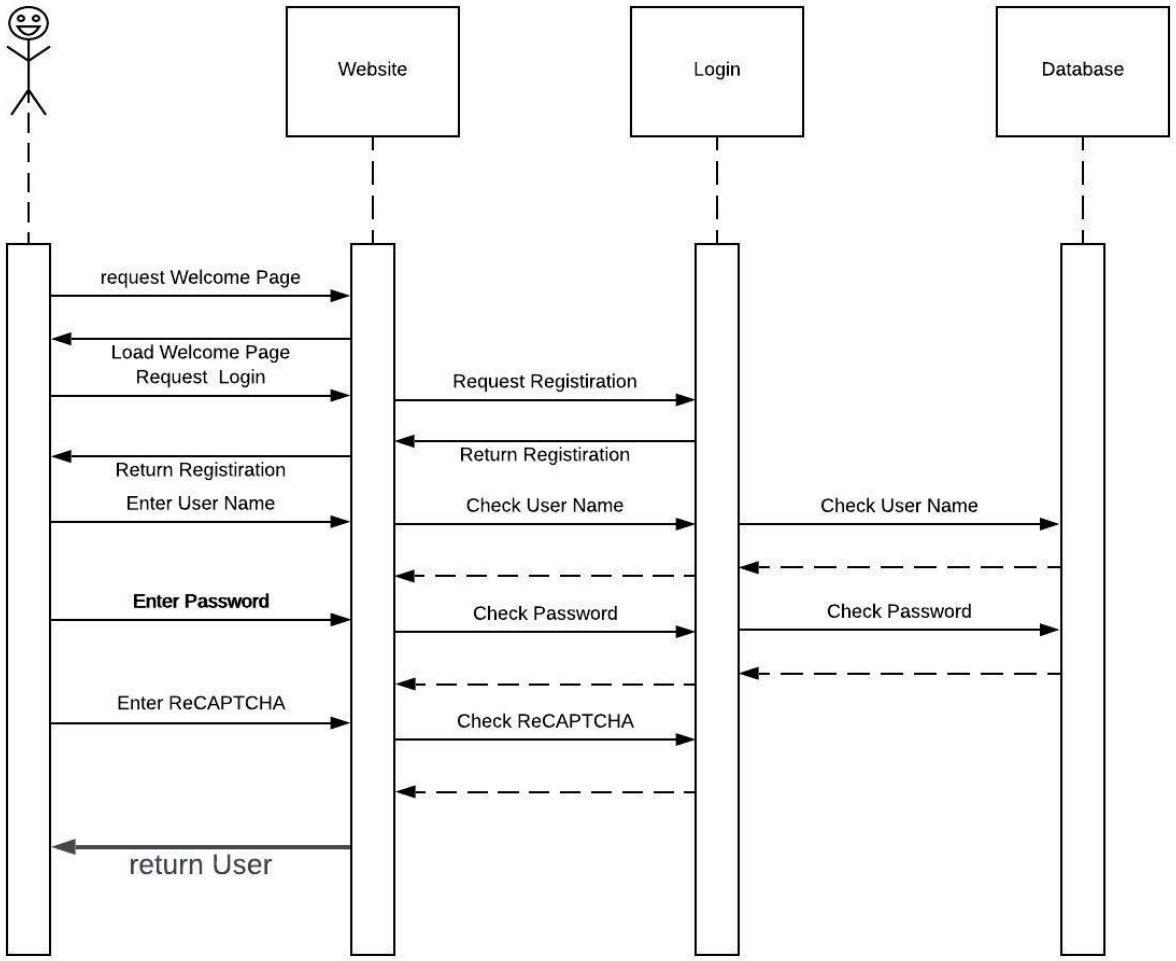


Figure 2.2: Sequence diagram of “Login”

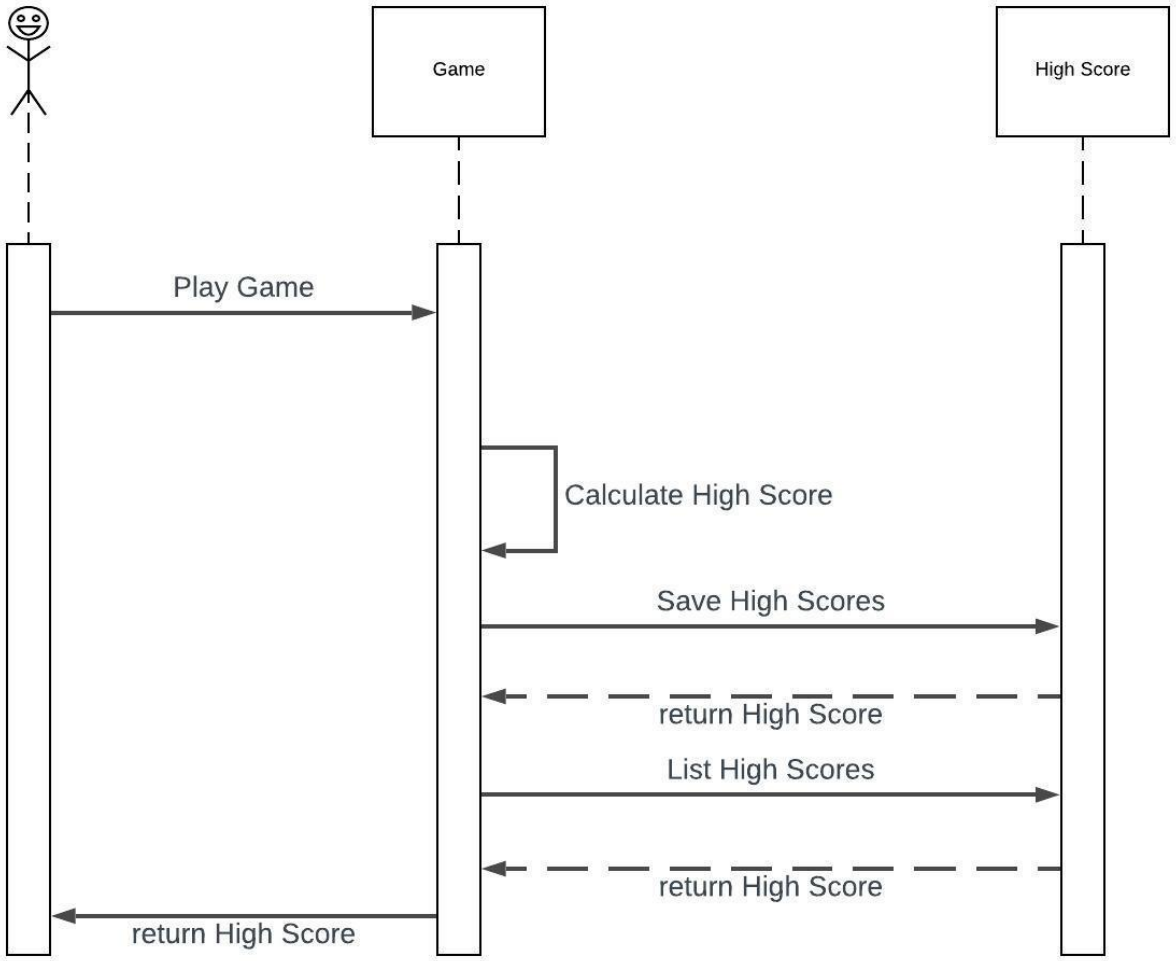
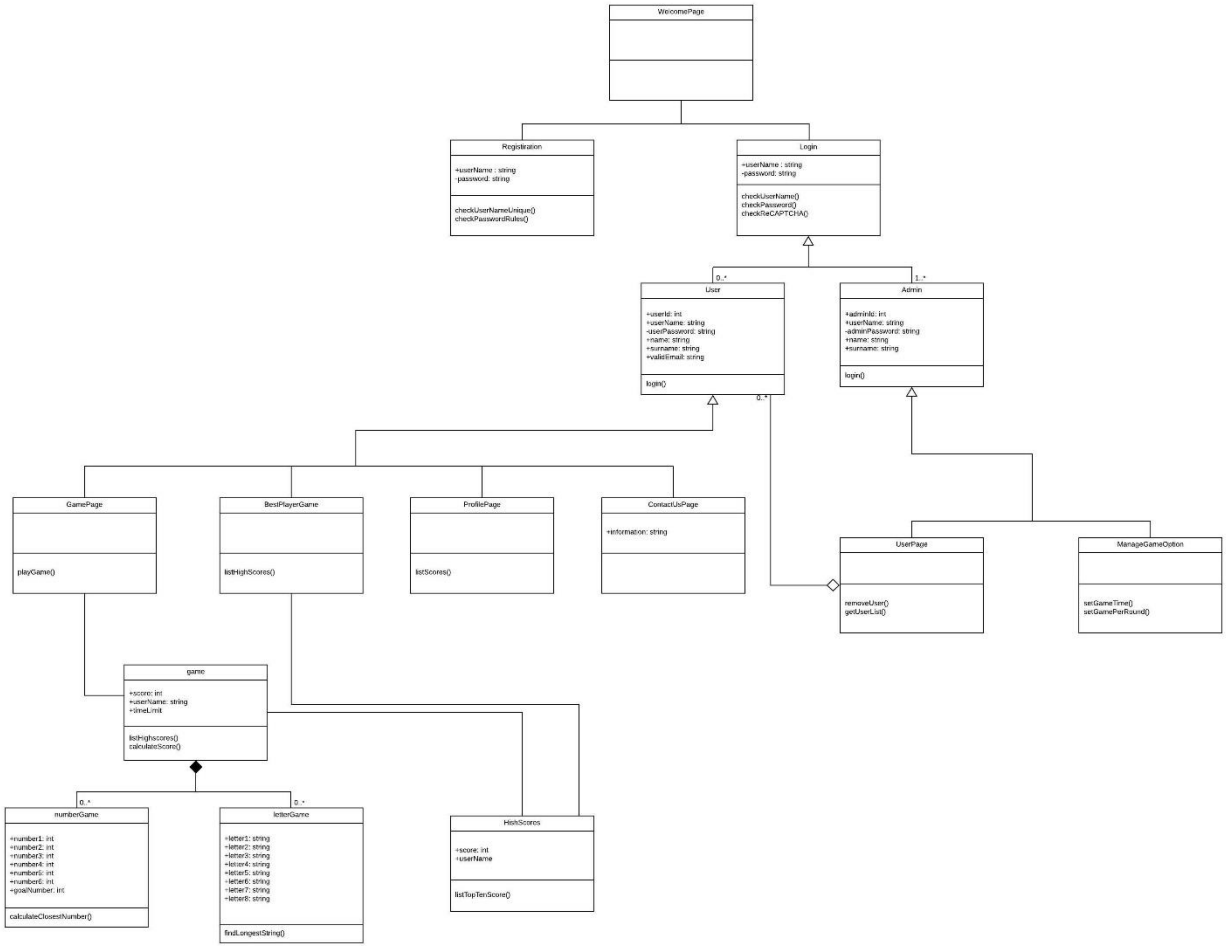


Figure 2.3: Sequence diagram of “Play Game”

3.3 CLASS DIAGRAMS



4.Conclusion

Main actors of our system are everybody who opens the web page. Nevertheless, our main actors are user who registered in order to play the game. Our main system admins are directly related to management of the web page. So, the main characters are represented in following diagram.

References

[1] https://en.wikipedia.org/wiki/Letters_and_Numbers

Work-sharing Between Team Members

Introduction	Nurcihane Köroğlu
General Description	Oğuzhan Bölükbaş
Architectural System Design	Oğuzhan Bölükbaş
Sequence Diagrams	Nurcihane Köroğlu
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