Software Requirements Specification

For

"GAMING11 WEBSITE"

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Submitted in partial fulfillment Of the requirements of CS-DS Software Engineering

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SOFTWARE REQUIREMENT SPECIFICATION

ON

"A FANTASY GAMING WEBSITE"

UNDER

NON SYLLABUS PROJECT



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DEPARTMENT OF AI&DS{CS-DS} PIET, JAIPUR

(Academic Year 2023-24)(Odd)

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INTRODUCTION OF PROJECT:-

Welcome to our Fantasy Esports Gaming Website, the future of competitive gaming! Our cutting-edge platform offers an intuitive interface for enthusiasts to engage with esports leagues and tournaments seamlessly. Beyond entertainment, it's a secure ecosystem where users strategize and compete in fantasy leagues based on real-world esports events. From Dota 2 to League of Legends, we cater to diverse gaming preferences. Designed for efficiency and optimal performance, our platform provides a reliable space for gamers to connect globally. Embracing online connectivity, users access esports data, join communities, and participate in leagues worldwide. Experience the thrill, create dream teams, and delve into the world of esports with us. Gaming is not just a hobby; it's a way of life here. Welcome to our Fantasy Esports Gaming Website!

1. Objective of project

Our project aims to create a comprehensive Fantasy Esports Gaming Website catering to gaming enthusiasts. Similar to social networking sites, the platform enables users to:

Develop detailed gaming profiles showcasing achievements and interests.

Manage tailored fantasy teams based on gaming preferences.

Engage in leagues and tournaments featuring popular esports titles.

Access and share esports content, including match statistics and news.

Foster a global gaming community for interaction and connection.

Privacy-centric features will empower users to control profile visibility and contact permissions. The ultimate goal is to establish a secure, user-friendly platform that immerses users in the esports world while nurturing a vibrant global gaming community.

2. Types of users

- 1.Players: Engage in creating fantasy teams, participating in leagues, and accessing gaming content.
- 2. Administrators/Moderators: Manage platform operations, oversee user interactions, and ensure site integrity.

3. Methodology used (Water fall method)

- ONE SHOULD HAVE COMPUTER KNOWLEDGE TO VIEW THESE SITES.
- ONE SHOULD BE INTERESTED IN EXPRESSING HIS VIEWS ON SOCIAL RESPONSIBILITIES.
- ONE SHOULD BE AFFORDABLE FOR VIEWING THESE SITES THROUGH INTERNET.
- MANY OF THEM ARE MORE INTERESTED IN ENTERTAINMENT AND INFORMATIVE SITES THAN THESE SITES.
- THESE SITES WILL NEVER PROVIDE INFORMATION TO THE END USER DIRECTLY, AT LEAST NOT ANY MORE.
- SITE SHOULD BE POPULAR TO ATTRACT MANY USERS.
- AS THERE ARE NO ADVERTISEMENTS ON THESE SITES, THERE IS NO REVENUE FROM THESE SITES
- IT IS A TIME WASTING PROCESS FOR THOSE WHO ARE BUSY AND NOT INTERESTED IN THESE SITES.

1. Functional Requirement

- i. User must have a valid User ID and password to login
- ii. who don't have their account in this site, can create a new account for sign up.
- iii. User should not allowed to have more than one profile
- iv. It Should provide a common platform where people can Call for an online debate or discussion on certain topics of broad applicability
- v. Should be highly dynamic, with minimal static content as framework and maximum content created by site participants
- vi. Should be highly extensible to the extent technically possible.

 Users should be able to add content, add small pieces of new functionality and change their portion of the site (not just colors & look & feel).
- vii. Being dependent highly on dynamic content collaborated by users, the site should have the features to auto analyze topics, group discussions, auto recommend threads based on searches etc.

2. Non functional Requirement

- I. Its speed should be fast.
- II. It should have data security.
- III. It should have Incryption

3. Technology used

It is made up with the use of following technologies

- 1. HTML
- 2. CSS

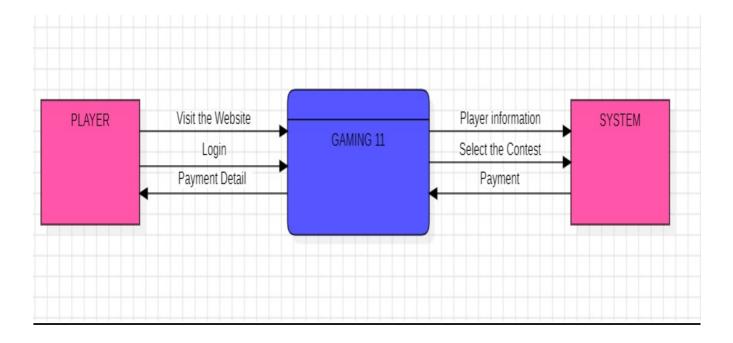
4. Hardware Configuration

It will require hardwares like laptop with proper GUI. It also requires wifi. It also requires external hard drives. It requires i3processor. More hardware requirements are min 512MB of ram, 30GB HDD.

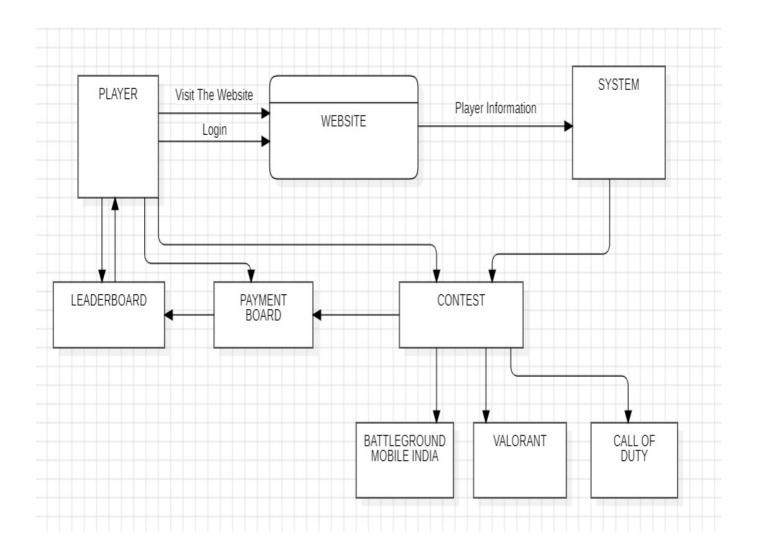
5.Graphical user interface- It is fully responsive. It has a formal looking webpages. It will be shown as cards which includes the images of sites ,in formation about site and map of that

1. DFD Diagram:

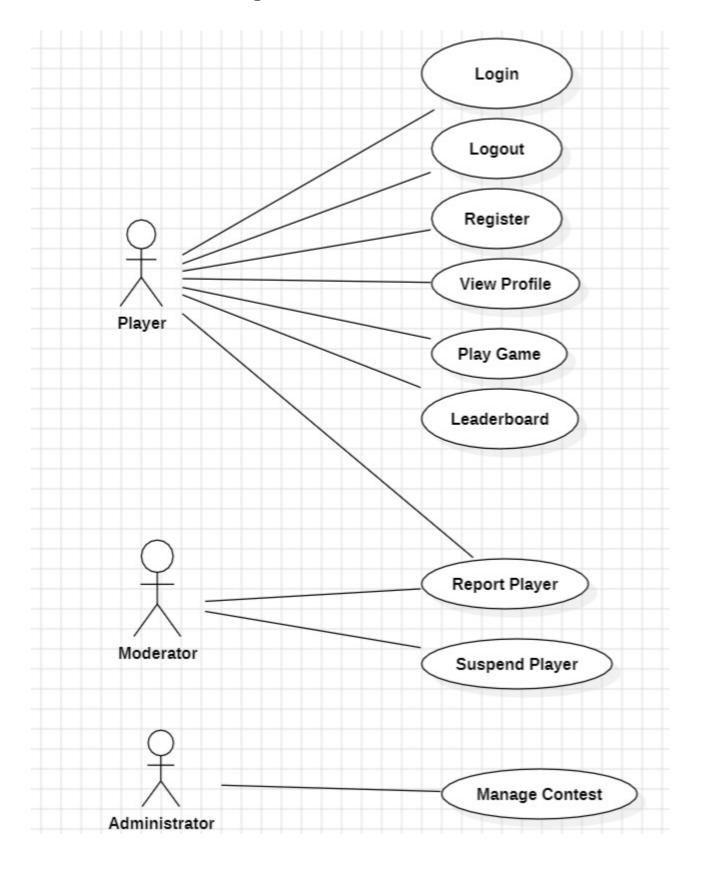
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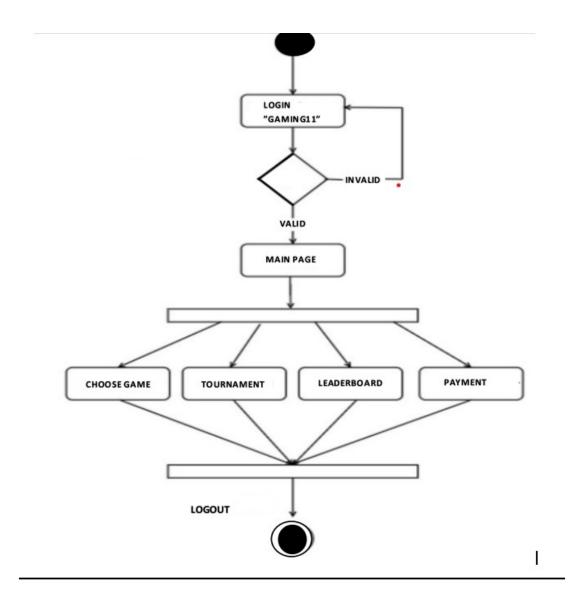
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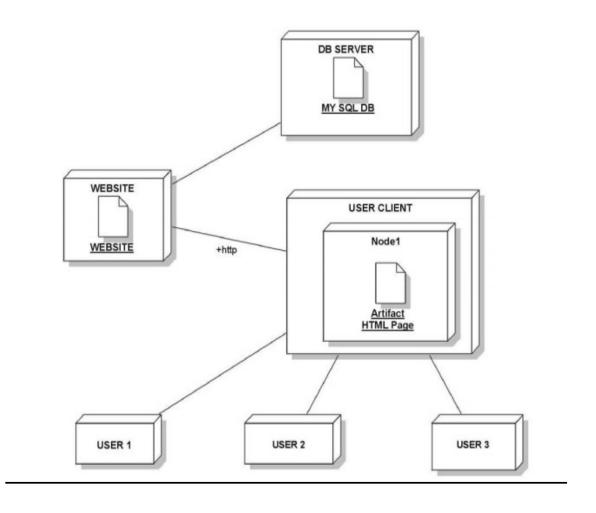
2. USER-CASE Diagram:



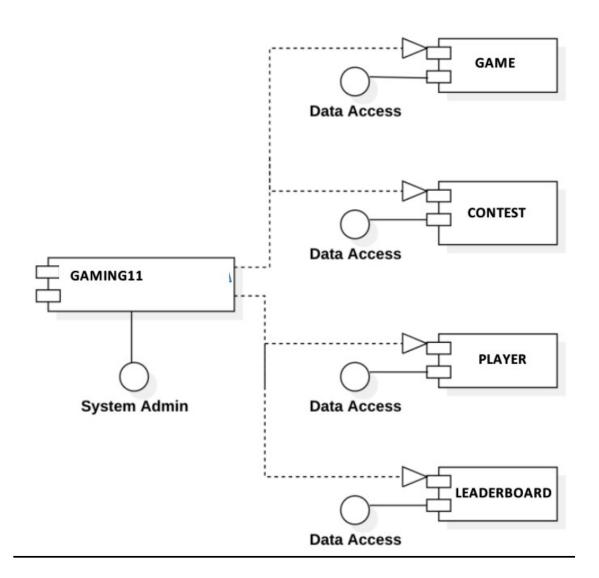
ACTIVITY DIAGRAM



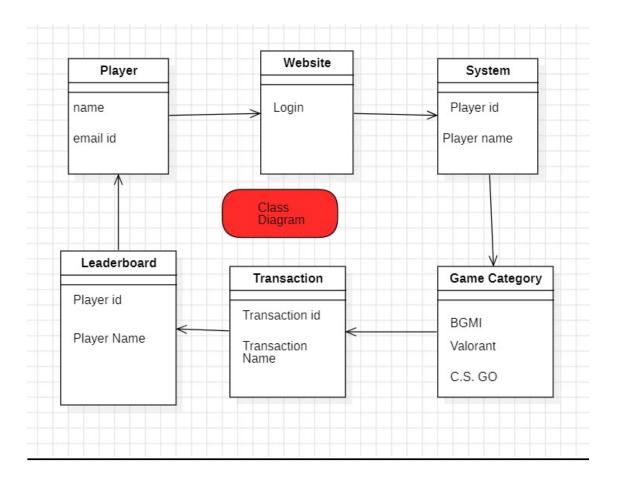
DEPLOYMENT DIAGRAM



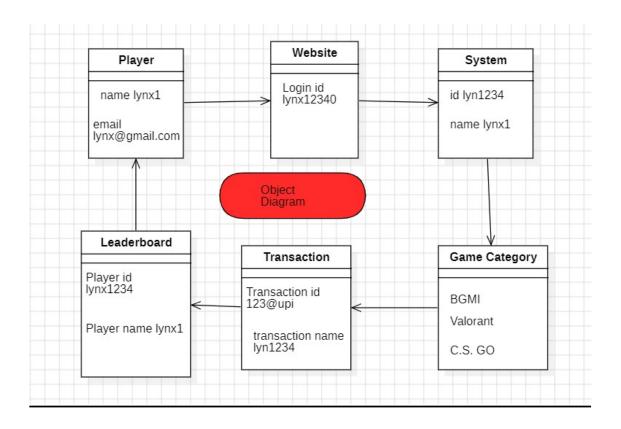
COMPONENT DIAGRAM



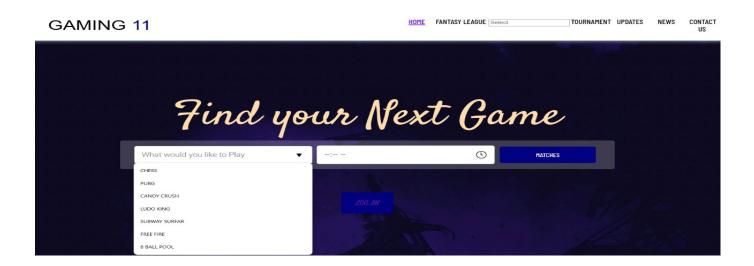
CLASS DIAGRAM



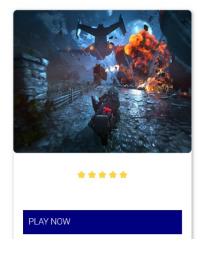
OBJECT DIAGRAM

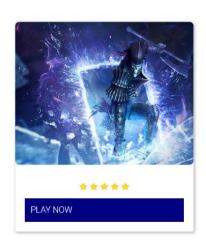


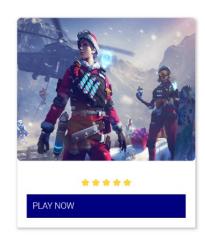
"Snapshots of our Projects"



DIFFERENT GAMES







"CODES OF PROJECTS"

```
GAMING-WEBSTE-MAIN

> assets

> readme-images

index.html

5 | cmeta.html

5 | cmeta.html

6 | cmeta.html

7 | cmeta.html

8 | cmeta.html

8 | cmeta.html

9 | cmeta.html

1 | cmeta.html

1 | cmeta.html

8 | cmeta.html

9 | cmeta.html

1 | cmeta.html

1
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DECLARATION

I hereby declare that the Non syllabus Project report entitled "GAMING 11" was carried out and written by me under the guidance of "Dr. SURABHI SAXENA" Associate Professor, Department of Computer Engineering, Poornima Institute of Engineering & Technology, Jaipur. This work has not been previously formed the basis for the award of any degree or diploma or certificate nor has been submitted elsewhere for the award of any degree or diploma.

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