**CHAPTER 3**

**SYSTEM REQUIREMENTS**

Requirements analysis is critical for project development. [Requirements](http://en.wikipedia.org/wiki/Requirement) must be documented, actionable, measurable, testable and defined to a level of detail sufficient for system design. Requirements can be  [architectural](http://en.wikipedia.org/wiki/System_architecture),  [structural](http://en.wikipedia.org/wiki/Structure),  [behavioural](http://en.wikipedia.org/wiki/Behavior),  [functional](http://en.wikipedia.org/wiki/Functional_requirements), and  [non-functional](http://en.wikipedia.org/wiki/Non-functional_requirements). A software requirements specification (SRS) is a comprehensive description of the intended purpose and the environment for software under development.

* 1. **Hardware Requirement**
* Minimum of 2GB of main memory
* Minimum of 3GB of storage
* Keyboard
* Mouse
* Display Unit
* Dual-Core or AMD with minimum of 1.5GHz speed

**3.2 Software Requirement**

* Windows – XP/7/8
* Microsoft Visual Studio C/C++ 7.0 and above versions
* OpenGL Files
* DirectX 8.0 and above versions

**Header Files**

* glut.h

**Object File Libraries**

* glut32.lib

**DLL files**

* glut32.dll