SOFTWARE REQUIREMENTS SPECIFICATION

SHADOWS

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**1. Introduction**

This section gives a scope description and overview of everything included in this SRS document. Also the purpose of this document is described and a list of abbreviations and definitions is provided.

**1.1. Purpose**

The purpose of this document is to give a detailed description of the requirements of the “SHADOWS “software (game).It will illustrate the purpose and complete declaration for the development of system. It will also explain constraints, interface and interactions with users and external applications. This document is primary intended to be proposed to a customer for its approval and a reference for describing the first version of the system for the development team.

**1.2 Scope**

“SHADOWS” is a multiplayer, fps, horror game mainly designed for people with greater than 16 years .It is for entertainment purpose only. Players can join by lobby and play game.

**1.3 Definitions, acronyms and abbreviations**

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| TERM | DEFINITIONS |
| Users/players | Someone who interacts with the system |
| Fps | First person shooter |
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**1.4 References**

1. <https://unity3d.com/learn/tutorials>

2. <https://www.assetstore.unity3d.com/en/#>

2. Overall description

This section will give an overview of the whole system. The system will be explained in its context to show how the system interacts with another system and introduce the basic functionality of it.It will also describe what type of stakeholders that will use the system and what functionality is available for each type. At last, the constraints and assumptions for the system will be presented.

2.1 Product perspective

2.2 Product functions

2.3User characteristics