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Q1	Write SRS for any gaming web application	15 marks
Q2	Create prototype for the above website by using any UI tool (minimum 5 screens)	15 marks

Q1. Write SRS for any gaming web application

Software Requirement Specification

Project: “Survival of the fittest” gaming web application

Description:

On the basis of requirement survey conducted among the users, we have reached to a conclusion that more than 5 percent of people in the world are suffered by depression and tension due to their job complexity. Gaming gives relaxation and enjoyment to every user. In this busy world, gaming is a solution to release the depression and tension. Social networking with gaming is a nice combo for any user who was addicted to the world of gaming.

Despite the economic instability and crisis deeply affecting the world, the analysts published that the game industry has grown at a rate of 57% surprisingly. Even as we type these words, millions of people are playing game in front of their computers. The reason of this growth can be stated that the game industry can appeal any users with different tastes.

Gaming in the Field of Software Engineering In the fast-growing field of software engineering and development and even more rapidly growing sector of game development. It's a single player strategy game emphasizing logical thinking and planning. They often stress resource and time management, which usually takes precedence over fast action and character involvement. Tactical organization and execution are necessary, and the game creators usually place the decision-making skills and delivery of commands in the player's hands. The main character of 'Survival of the Fittest' is a little ghost who loses its parents in a human neighbourhood. The baby is afraid of people and hasn't adopted many ghost tricks yet. So, it's difficult for it to return to its parents. Now it must find food and keep itself hidden in a crowded town. The main mission of the gamer is to use his logic and save the

ghost. There are several levels and in each level the gamer must hide the ghost from people and feed it

Scope:

This Report describes all the requirements for the project. The purpose of this research is to provide a virtual image for the combination of both structured and unstructured information of our project “Survival of the Fittest”. “Survival of the Fittest” is a single-player strategy game on the Web platform. The player will progress through levels which require precise manipulation of the environment, though the game Encourages creativity and daring via branching pathways. The episodic structure of the game facilitates the pace of the story.

System to be developed:

“Survival of the Fittest” is an action-based 3D first-person shooter game where the player takes role of the main character to destroy enemies. The game is inspired from a science fiction novel “I am Legend” by Richard Matheson, which tells the story of the last man in the world where entire humanity has returned into mindless human killers. New and crowded community afraid of him and ones like him and is trying to destroy them. The game starts exactly at the point where the main character of the novel realizes that the only way to protect from them is to kill all of them.

Project Requirements:

Hardware requirement:

I5 Processor based computer.

4 GB RAM.

8 GB hard disk (minimum)

Window 7 or higher

Software Requirements-

Visual studio for web development

Various web browsers

Web hosting site

Functional Requirements:

1. User navigation on should be correct after user clicks on a particular button or link.
2. Game should have UI effects for trees, buildings, lakes, etc as the required system to be built is a 3D web gaming application.
3. As a user, he/she should be added to Open Game lobby after clicking on Play button available on home page.
4. User should be prompted to subscribe for updates using any Mail Id.

5. User should have the access to leave lobby at any point of time during the game.
6. User's score should be saved on the server and league should be updated every time new season starts.
7. During the game based on User's choice, he/she should get the different experience based on selected choice.

Non-functional requirements:

Performance Requirements

The main performance requirements that the product should satisfy are:

- Speed: Information retrieval from database should be as fast as possible.
- Load balance: The server should be able to handle reasonable number of users without any issues.

Design Constraints

- GUI is only in English, German and French.
- Login and password are used for the identification of users.
- Only registered users have the ability to play games.
- This system is working for single server.

Application should perform the user required functions without any frequent errors. The execution should be bug free.

The product must respond quickly enough even under varying load conditions.

The product must be compared with other products in the market under various parameters to prove that it is better than that of other products.

The application should provide same performance on different web browsers with different versions.

User should be able to use the application at any time.

Data which is already present on the device should not get corrupted while using the Application.

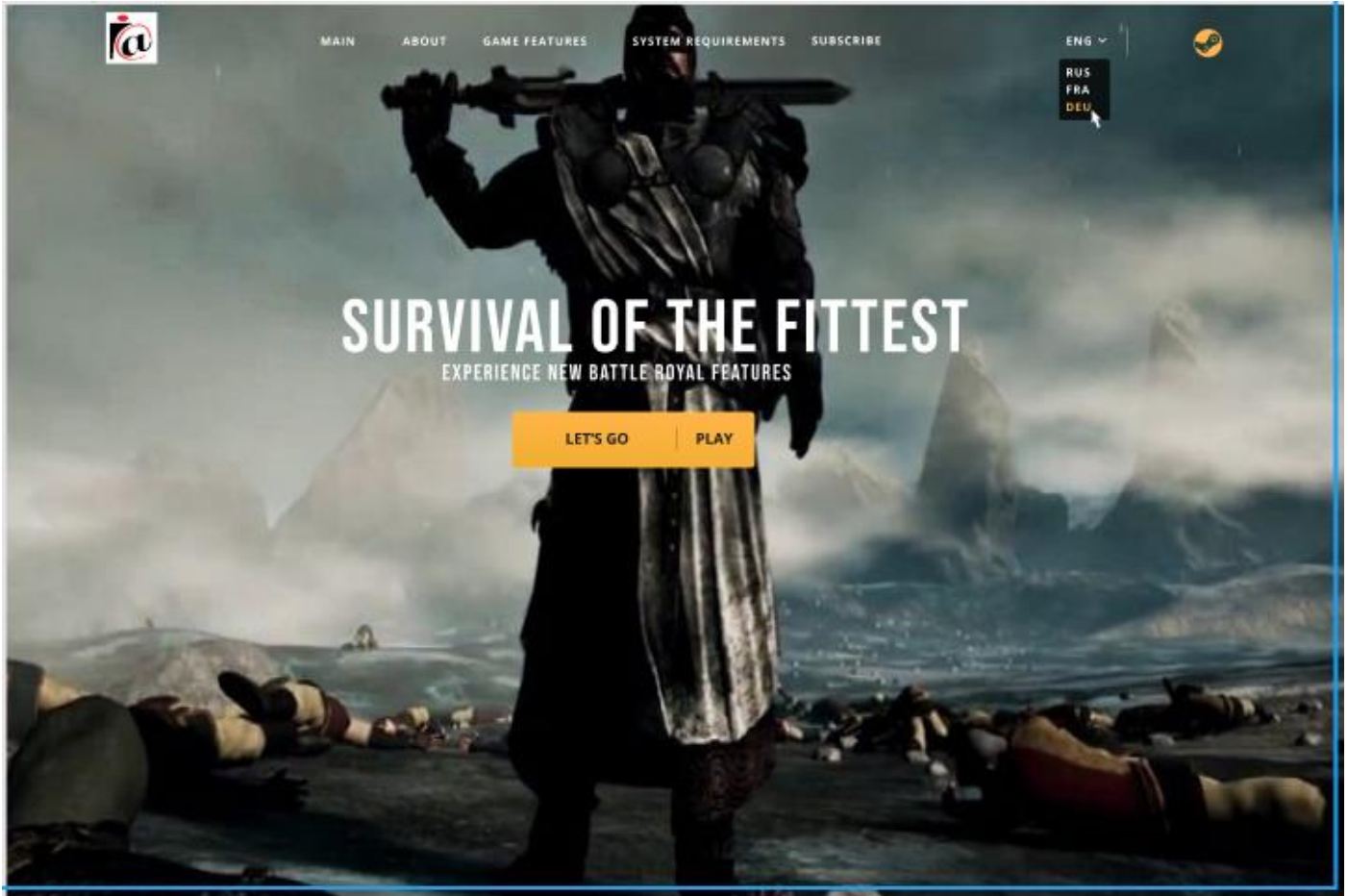
UI should not flicker giving user the best gaming experience as compared to other gaming applications available in the market

Q2. Create prototype for the above website by using any UI tool (minimum 5 screens)

Tool used: Figma

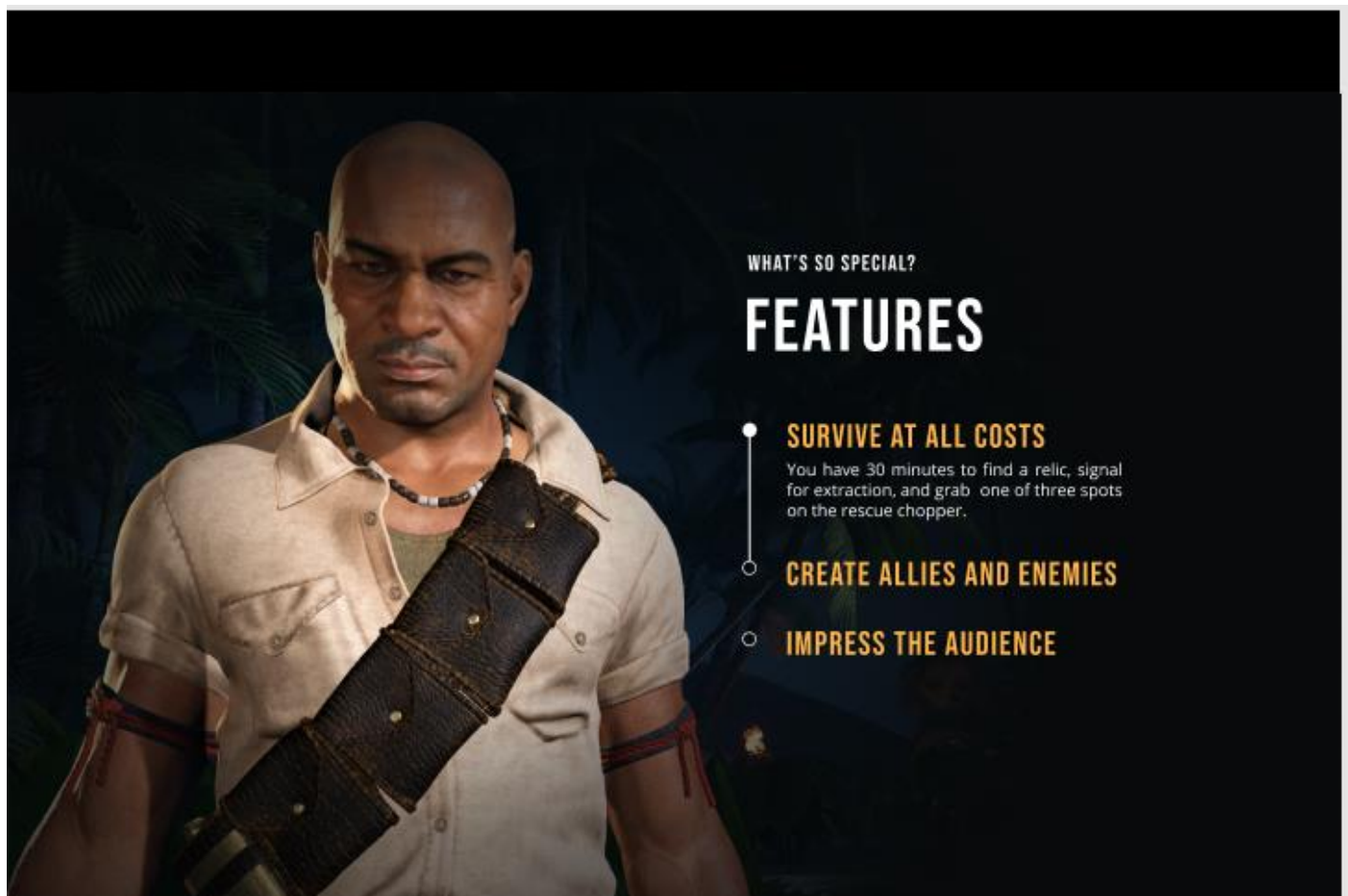
1. Home page

Screenshot:



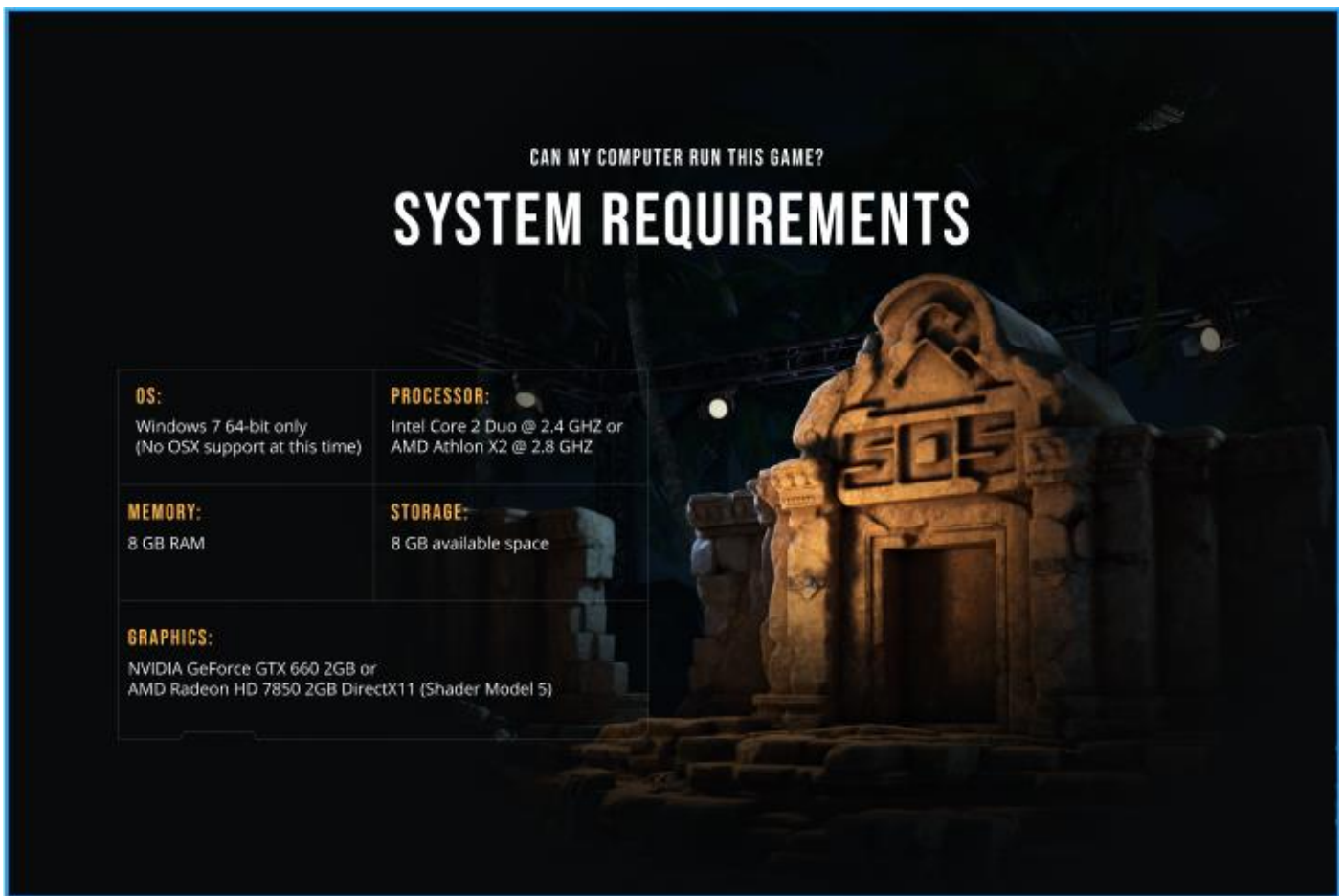
2. Game Features page

Screenshot:



3. System Requirements page

Screenshot:



4. Subscription for updates page

Screenshot

