



## **COMPUTER SCIENCE DEPARTMENT**

### **OBJECT ORIENTED PROGRAMMING**

23217

### **SRS PROTOTYPE**

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War Game	SRS	PROTOTYPE	May, 2025
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## **Introduction:**

The "War Game" is a joint exercise done by military forces. This activity simulates emergency situations (such as floods, earthquakes, war situations, etc.). Its main objective is to evaluate the response capacity of a military group and measure the effectiveness of its procedures and personnel. They must cooperate with other state entities, such as the National Police or the Risk Management Secretariat, such as following established protocols and complete scheduled events.

## **Scope:**

The objective of our project is to develop a management system to support the planning, execution, and evaluation of activities done during the "Juego de Guerra" (War Game) exercise.

The system will facilitate the coordination of operational units, the assignment of tasks, the tracking of resources, and the documentation of events in real time. It aims to improve the efficiency and effectiveness of decision-making during exercise development.

## **Functionalities to be considered:**

- Registration and organization of officers participating in the simulation.
- Assignment of tasks and objectives to military units.
- Tracking operational movements and events during the simulation.
- Resource management.
- Generation of reports and logs for post-exercise analysis.

## **Functionalities to NOT be considered:**

- Management of unrelated administrative or logistical functions.

## **Objectives:**

- Develop a system that facilitates the assignment of roles and operational resources during the "War Game" simulation, improving efficiency and minimizing human error.

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Implement real-time monitoring of personnel actions and mission progress to ensure accurate situational awareness throughout the simulation.

Facilitate communication and information flow between participants that represent entities such as the Armed Forces, National Police or Risk Management Secretariat through a unified interface.

Generate comprehensive reports at the end of each simulation to support decision-making, identify procedural gaps, and strengthen future emergency response strategies.