# **CHAPTER 1**

*Chapter 1: Software Requirement specification*

# **SOFTWARE REQUIREMENT SPECIFICATION**

## **PURPOSE**

Virtual gaming allows user to play any game only with the power of their mind. It is like a game controlled by the mind. The user doesn't need to press any key, just think, focus and play. Brainwaves will be interpreted with EEG Headset over Bluetooth connection and the game will run according to the user’s thoughts. Virtual Gaming gives ability to those people who are struggling each day with their disabilities. It is also like an exercise for the mind because the headset requires great focus and concentration which can help increase mental focus of those who are tend to lose it e.g. ADHD patients. We will also develop a game to motivate the people with any disabilities or diseases to help them fight with it. This project would not only facilitate below neck paralyzed patients but also enable the normal-bodied people to control game telepathically without lifting a finger.

## **PRODUCT SCOPE**

### **For Kidney or Thalassemia Patients**

This project is very beneficial for kids who are suffering from thalassemia disease or kidney renal failure (dialysis patients) because their treatments are too painful and time consuming**.**

### **For Paralyze Patients**

Virtual Gaming hold great potential for people who are paralyzed or otherwise unable to use their hands.