

TREASURE HUNT WEB-APP BASED GAMING

AIM

The main aim of this document is to provide the software requirement specification report for Treasure Hunt Web-App based Gaming.

SRS DOCUMENT

SCOPE OF THE PROJECT

The scope of this project to provide web based gaming entertainment for gamer as well as geographical knowledge and test for the puzzle solving ability of the gamer. It mainly intended to focus on enrich the gamer knowledge toward geo-Map learning.

PURPOSE OF THE PROJECT

The purpose of the project is to develop an innovative android Gaming app “TREASURE HUNT”, which offer great level of information and Geographical knowledge about various places around the world. It also enhances and test user knowledge and desire to know about Cities, Monuments, and various Landscapes.

GENERAL DESCRIPTION

The user can select the various levels of hunting mode (continents, country, cities, capitals, monuments) and can start cracking the places. Each mode has different level of difficult with the variation in the zoom level to crack the place. The Countdown-timer play a key role regarding the user score, less the time to crack more the score gets credited. If the user fail to crack within the stipulated time then the “Game ENDS”. The top scorers in various level are displayed under high score page.

SPECIFIC REQUIREMENTS

1. FUNCTIONAL REQUIREMENTS

ANALYSIS

In this phase, the project requirements are analyzed and the availability of the requirements is seen.

DESIGN

In this phase, the design of the project is constructed by the project manager.

TESTING

The testing activities is made using various processing types such as unit Testing, system testing etc.

MAINTENANCE

In this phase, the software maintenance and the ways to avoid the problem occurred in system and to reduce the drawbacks of software is made.

DEPLOYMENT

In this phase, the installing and implementation of project in the environment is done .After, all this phase based on the user feedback development in project can also be done.

2. EXTERNAL INTERFACE REQUIREMENTS

User interface: in the [human-machine interaction](#), interaction between humans and machines occurs. The goal of interaction between a human and a machine at the user interface is effective operation of gaming app.

3. NON FUNCTIONAL REQUIREMENTS:

A) PERFORMANCE

To make the system easily to manageable through the admin interface and to allow maintain, system setting data are stored in database.

B) MAINTAINABILITY

It is the ease with which a product can be maintained in order to:

1. Provide ease of use GUI.
2. make future maintenance easier, or
3. Cope with a changed environment.

C) PRICE

The quality of payment given by one person must be comfortable and satisfied to the both side user

D) SAFETY

It may indicate an ability to protect against external harm events (such as weather changes).

E) QUALITY

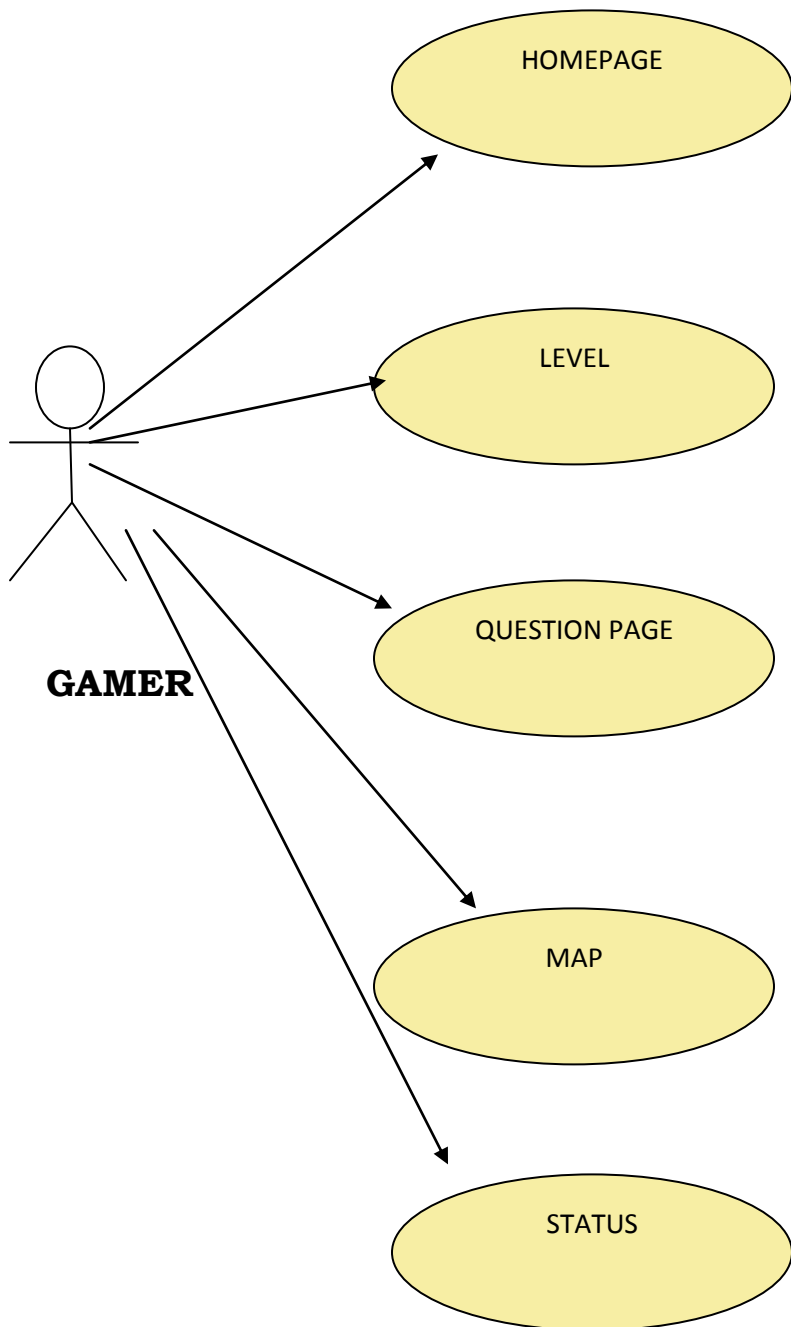
It refers to the perception of the degree to which the product or service meets the Gamers' expectations.

RISK ACTIVITES:

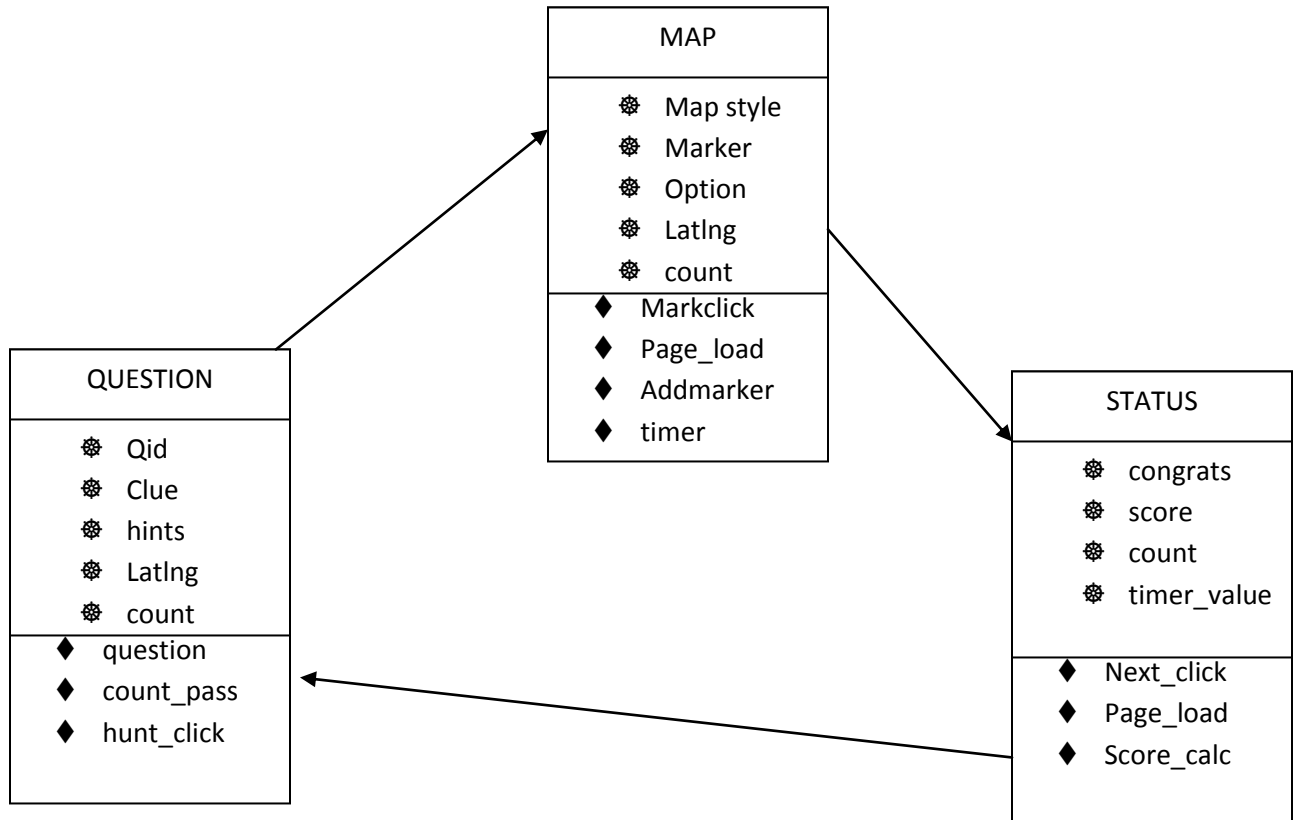
The Web-App must have an ideal internet connection to fetch the content from the server since the use of Google-Map-API is dynamic web content, which always runs on the Google Map server.

There has to be proper updation and maintenances in the database else the error may occur which will lead to abnormal termination.

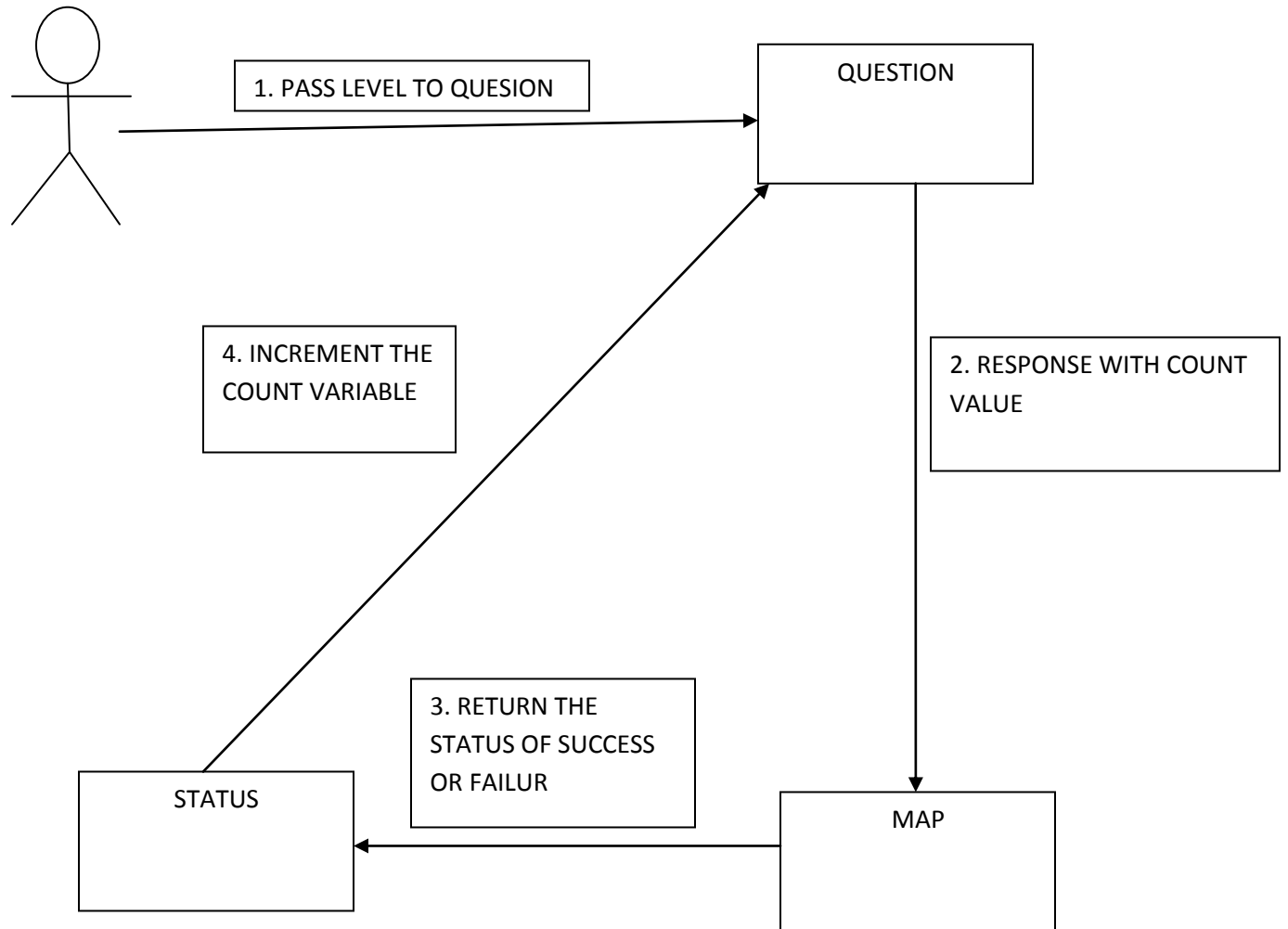
USES-CASE DIAGRAM



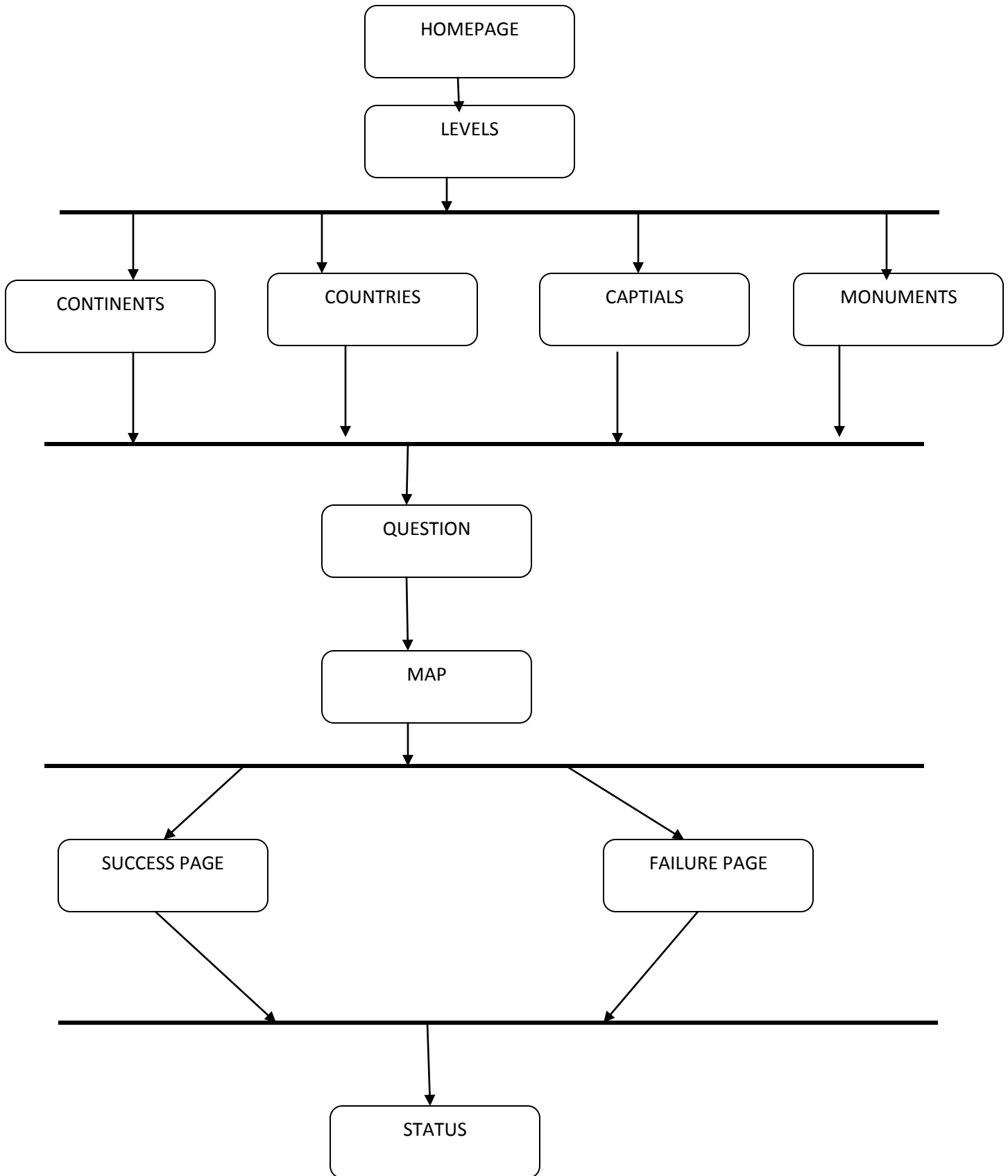
CLASS DIAGRAM



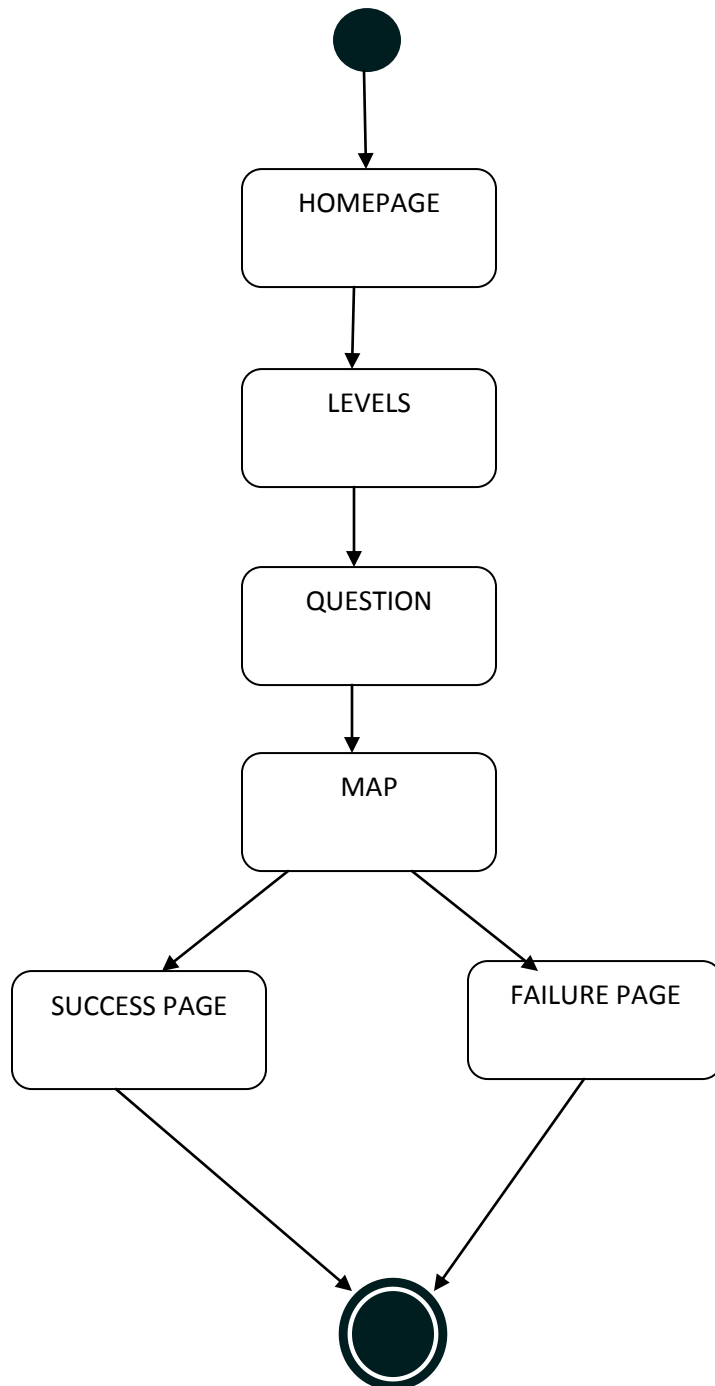
COLLABORATION DIAGRAM



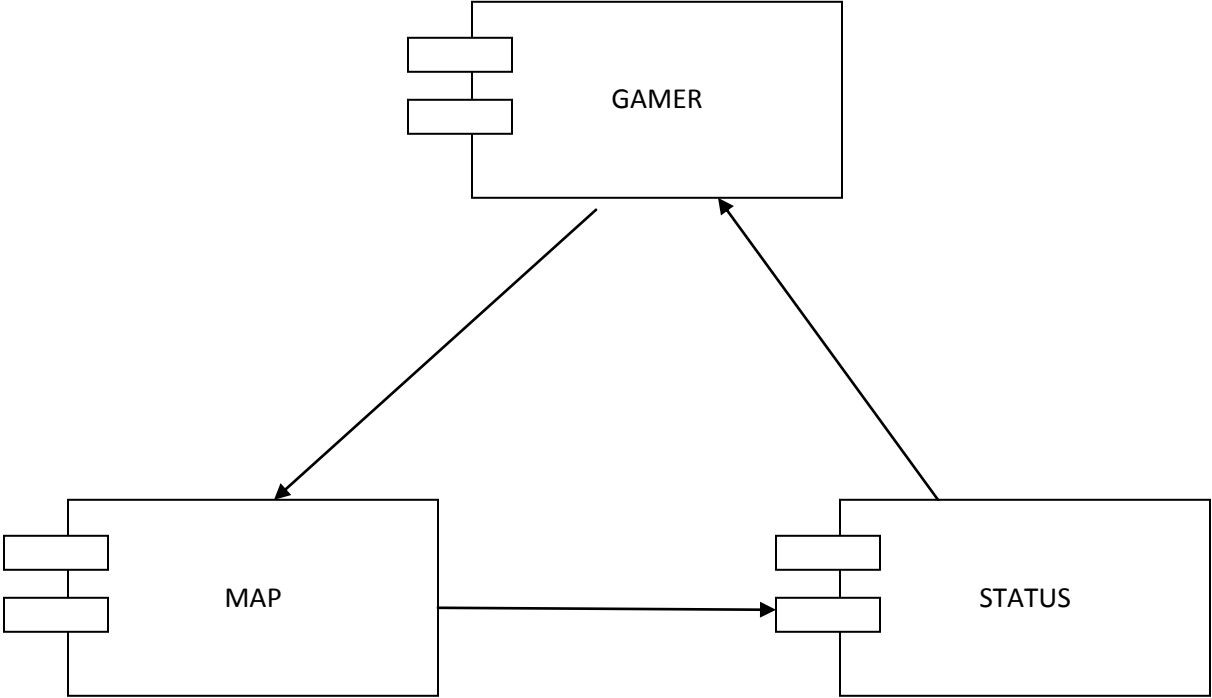
ACTIVITY DIAGRAM



STATE-CHART DIAGRAM



COMPONENT DIAGRAM



DEPOLYMENT DIAGRAM

