# 2. PROJECT DESCRIPTION

**2.1 SOFTWARE & HARDWARE REQUIREMENTS**

Hand-Cricket is designed to run successfully on any computer manufactured within the last five years. However, due to the high precision requirement of Hand-Cricket, some processes may take considerable time.

Hand-Cricket will run with appreciable speed at high resolution on any computer that meets the following specifications:

* Intel® 1.5 GHz (Intel® Pentium® 4 or better) or AMD® (AMD® Athlon® XP or better) equivalent.
* 1 GB of free hard disk space.
* 1GB of graphic memory
* CD Drive / USB Port for installation source.
* Ubuntu 12.04 or Higher Operating System.
* Color Monitor capable of 24-bit color and 1366x768 Resolution.
* PS/2 mouse and USB Keyboard for navigation.

In addition to the above, the Code::Blocks (Version 10.4 or later) with OpenGL MESA libraries along with SOIL maybe required for viewing and editing the Hand-Cricket Source Code. Hand-Cricket will not execute on Windows® due to library requirements.

### 2.2 SYSTEM DESIGN

**2.3 ARCHITECTURE**

START

1

score[0]+=u

YES

NO

u==c

User Input u

CPU Input c

YES

NO

u==c

score[0]+=u

User Input u

CPU Input c

score[0]=0

score[1]=0

target=score[0]

END

User Loses

Draw

YES

NO

score[0]==score[1]

User Wins

1

YES

NO

score[0] >score[1]