
CHAPTER 2

REQUIREMENTS ANALYSIS

The requirements can be broken down into 2 major categories namely hardware and software requirements. The former specifies the minimal hardware facilities expected in a system in which the project has to be run. The latter specifies the essential software needed to build and run the project.

2.1 Hardware Requirements

The hardware requirement is minimal and the software can run with minimal requirements.

The basic requirements are as enlisted below:

1. Processor: Intel 486/ Pentium processor or a processor with higher specifications
2. Processor speed: 500MHz or above.
3. RAM : 64MB or above
4. Storage space : 2MB or above
5. Monitor resolution: A color monitor with a minimum resolution of 640 * 480.

2.2 Software Requirements

1. An MS-DOS based operating system like Windows 98, Windows 2000 or Windows XP is the platform required to develop the 3D simulation.
2. A C/C++ (integrated with OPEN GL) compiler like codeblocks is required for compiling the source code to make the executable file which can then be directly executed.
3. A built in graphics library; glut.h is required for drawing the layout of the game.
4. glut32.dll for running the application.