**Software Requirements Specification Document**

**EduVerse-Team9**

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# **Brief problem statement**

The problem addressed in this project is the lack of access to quality education, workshops, and laboratories to rural and underdeveloped communities. Additionally, there is a deficiency in major platforms offering 3D visualization for educational purposes..These difficulties create barriers to ensuring educational resources and interactive learning experiences.

# **System requirements**

*Replace this text and the instructions below with your statement in black.*  
(Identify the system requirements for your solution. If you require particular technologies, languages and libraries, list them as well).

# **Users profile**

Students:

* Age: Varies, but typically ranging from K-12 to higher education.
* Familiarity with Computers: Most students have a basic to intermediate level of computer literacy, as they are likely to have experience with using computers and the internet for educational purposes.

Educators:

* Age: Diverse, from younger teachers to more experienced educators.
* Familiarity: The level of computer literacy among educators can vary widely, but many are expected to have a basic to intermediate understanding of computer usage for teaching and administration.

Content Creators:

* Familiarity: Content creators are expected to have a solid understanding of computers and digital tools, as they will be responsible for generating educational content.

# **Feature requirements (described using use cases)**

***Read the instructions below and fill in the table. Delete all the blue text turning it in.***

(This is a numbered list of use cases that are the features of the system to be implemented. Each use case is an operation that the user can perform on/with the system. For each use case, provide a description (2-3 sentences) so you know what to build and so you can write a test case to demonstrate that your system provides that feature. For each use case, you will identify (during release planning) the release in which it will be implemented: R1 or R2. Typically, your project will have 10-15 use cases, but feel free to add or delete table rows if you decide to use finer-grain or coarse-grain use cases).

| **No.** | **User Case Name** | **Description** | **Release** |
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**Use case diagram**

***Read the instructions below and fill in the table. Delete all the blue text before adding this to your repository or turning it in to your instructor.***

Draw the UML use case diagram for the system. Make sure the use cases shown in the diagram correspond to the use cases described in the previous section.

**Use case description**

***Delete all the blue text and fill-in the template before adding this to your repository or turning it in to your instructor.***

| **Use Case Number:** | UC-XX (Replace XX with a number) |
| --- | --- |
| **Use Case Name:** | Enter the name of Use Case |
| **Overview:** | Describe the purpose of the Use Case and give a 1-2 line description. This could be the same as the description provided in feature requirements section. |
| **Actors:** | List all actors that participate in this Use Case. |
| **Pre condition:** | Enter the condition that must be true before the main flow is executed. |
| **Flow:** | Main (success) Flow: Steps should be numbered. |
|  | Alternate Flows: Include the post condition for each alternate flow if different from the main flow. |
| **Post Condition:** | Enter the condition that must be true when the main flow is completed. |