**Chapter 2**

**Software Requirement Analysis**

**2.1 Define the Problem**

The purpose of this Report is to present an approval that a program on the game “The Maze Runner” which is based on C++ programming language has been created and is completed successfully.

To play this game the player has to enter his/her details and then continue to select the desired level he/she has to play. After choosing the desired level the corresponding maze will be presented before the player and he/she has to complete it. A level is completed if the finish point is reached and the message “YOU WON” is displayed on the screen.

**2.2 Define the modules and their functionalities (SRS)**

This game basically consists of 3 modules namely

1. Login module
2. Difficulty module
3. Playing levels

The structure of the game is as follows:

Home:

* Front page
* Login page
* Difficulty page
* Level 1
* Level 2
* Level 3
* End page

The description of these modules are as follows:

1. **Front page**

The front page consist of a loading bar. After the loading bar is loaded there will be a click here button. After clicking any key on the keyboard the control is transferred to the login module of the game.

1. **Login module**

In the login module the player only have to enter his/her name and after clicking on the ok button the control is transferred to the difficulty module.

1. **Difficulty module**

In this module the player has to choose the difficulty level he/she wants to play. In the difficulty module there are 3 levels easiest level, Intermediate level and the difficult level. After choosing the difficulty level the maze corresponding to that level will be displayed on the screen.