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# Software Requirements Specification

for

## <Electronic games store>

Version 1.0

Prepared by

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Course: < Software Engineering>

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# Table of Contents

<b>Table of Contents .....</b>	<b>2</b>
<b>Revision History.....</b>	<b>2</b>
<b>1. Introduction .....</b>	<b>1</b>
1.1 Purpose .....	1
1.2 Intended Audience and Reading Suggestions .....	1
1.3 Product Scope .....	1
1.4 References .....	1
<b>2. Overall Description.....</b>	<b>2</b>
2.1 Product Perspective .....	2
2.2 Product Functions .....	2
2.3 User Classes and Characteristics .....	2
2.4 Design and Implementation Constraints.....	2
2.5 User Documentation .....	3
2.6 Assumptions and Dependencies .....	3
<b>3. External Interface Requirements.....</b>	<b>3</b>
3.1 User Interfaces .....	3
3.2 Software Interfaces .....	3
3.3 Communications Interfaces .....	3
<b>4. System Features .....</b>	<b>3</b>
4.1 System Feature 1 .....	4
4.2 System Feature 2 .....	Error! Bookmark not defined.
<b>5. Other Nonfunctional Requirements.....</b>	<b>5</b>
5.1 Performance Requirements.....	5
5.2 Safety Requirements.....	5
5.3 Security Requirements.....	5
5.4 Software Quality Attributes .....	5
5.5 Business Rules .....	5

## Revision History

Name	Date	Reason For Changes	Version
<i>Pola</i>	14/11		1.0

# 1. Introduction

## 1.1 Purpose

*This document specifies the software requirements for the Electronic Games Store website. The scope includes all functionalities required to browse, search, purchase, and manage electronic games.*

## 1.2 Intended Audience and Reading Suggestions

- Developers: Focus on sections 2, 3, and 4.
- Project Managers: Focus on sections 1 and 5.
- Testers: Focus on sections 3 and 4.
- Users: Focus on section 2.3

## 1.3 Product Scope

*The Electronic Games Store website allows users to browse, search, and purchase electronic games. It aims to provide a user-friendly interface and secure transaction process.*

## 1.4 References

- *HTML and CSS documentation*
- *E-commerce security standards*

## **2. Overall Description**

### **2.1 Product Perspective**

*The Electronic Games Store is a standalone web application designed to provide a seamless shopping experience for electronic games.*

### **2.2 Product Functions**

- User registration and login
- Game browsing and searching
- Shopping cart management
- Secure checkout and payment processing
- Order history and tracking

### **2.3 User Classes and Characteristics**

- Customers: General users who browse and purchase games.
- Administrators: Manage the game inventory and user accounts.

### **2.4 Operating Environment**

- Web browsers (Chrome, Firefox, Safari)
- Server with PHP and MySQL

### **2.5 Design and Implementation Constraints**

- *Must comply with web accessibility standards*
- *Use of HTML and CSS for front-end development*

## **2.6 User Documentation**

- User manual
- Online help and FAQs

## **3. External Interface Requirements**

### **3.1 User Interfaces**

- Home page with game listings
- Search results page
- Product detail page
- Shopping cart page
- Checkout page

### **3.2 Software Interfaces**

- Integration with payment gateway API
- Database connection for user and product data

### **3.3 Communications Interfaces**

- HTTPS for secure data transmission

## 4. System Features

### 4.1 System Feature 1

#### *User Registration and Login*

##### 4.1.1 Description and Priority

*High priority: Essential for user-specific functionalities.*

##### 4.1.2 Stimulus/Response Sequences

User enters registration details -> System creates account

User enters login credentials -> System authenticates user

##### 4.1.3 Functional Requirements

*REQ-1: The system shall allow users to register with a unique email.*

*REQ-2: The system shall authenticate users based on email and password.*

## **4.2 Game Browsing and Searching**

### **4.2.1 Description and Priority**

- High priority: Core functionality for user engagement.

### **4.2.2 Stimulus/Response Sequences**

- User enters search query -> System displays relevant games

### **4.2.3 Functional Requirements**

- REQ-3: The system shall provide a search bar for game queries.
- REQ-4: The system shall display game details on selection.

## **5. Other Nonfunctional Requirements**

### **5.1 Performance Requirements**

- The website should load within 3 seconds.

### **5.2 Safety Requirements**

- Ensure secure handling of user data.

### **5.3 Security Requirements**

- Implement SSL for secure transactions.

### **5.4 Software Quality Attributes**

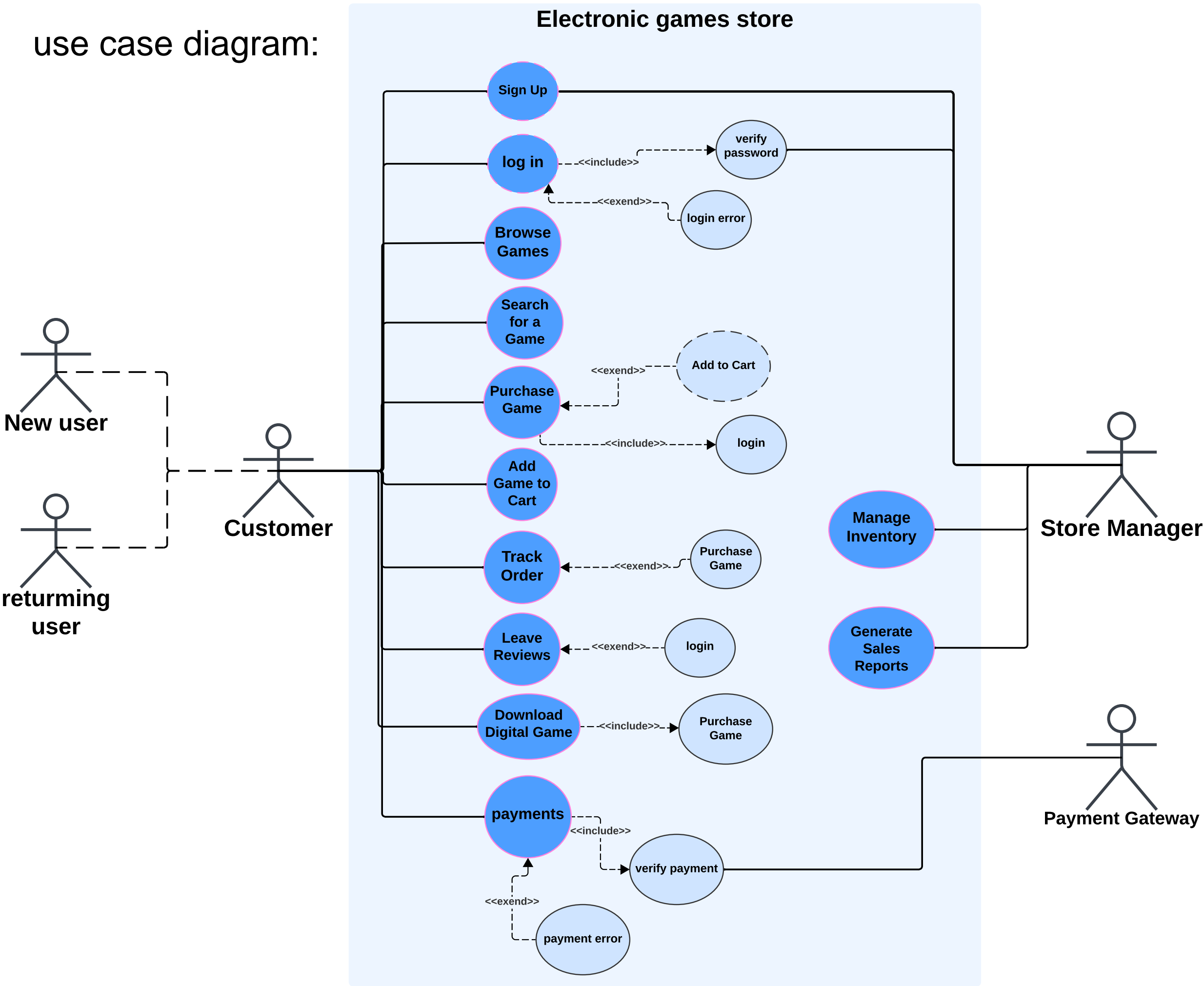
- Usability: The interface should be intuitive.
- Reliability: The system should handle high traffic.

## **5.5 Business Rules**

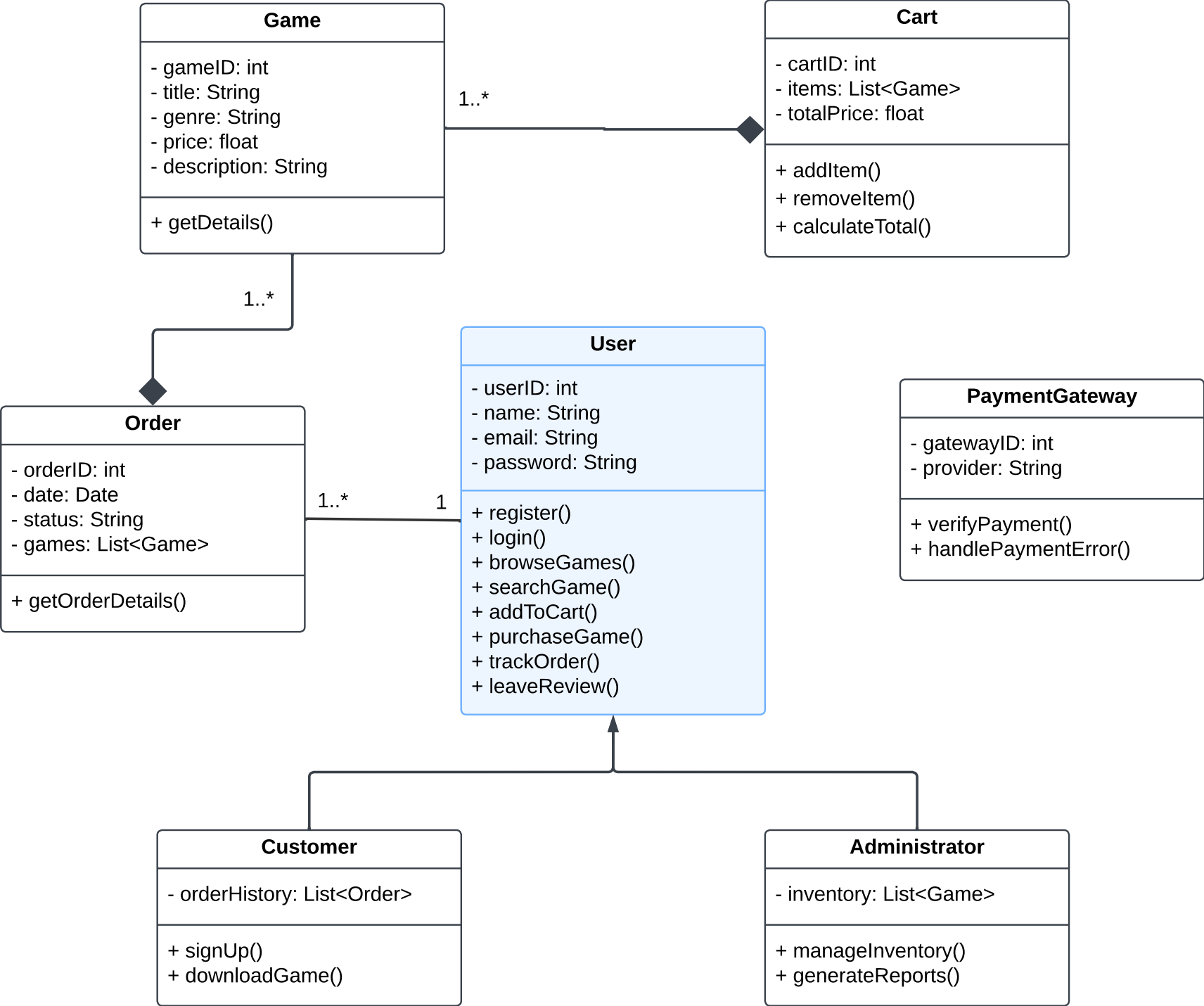
- Only registered users can make purchases.



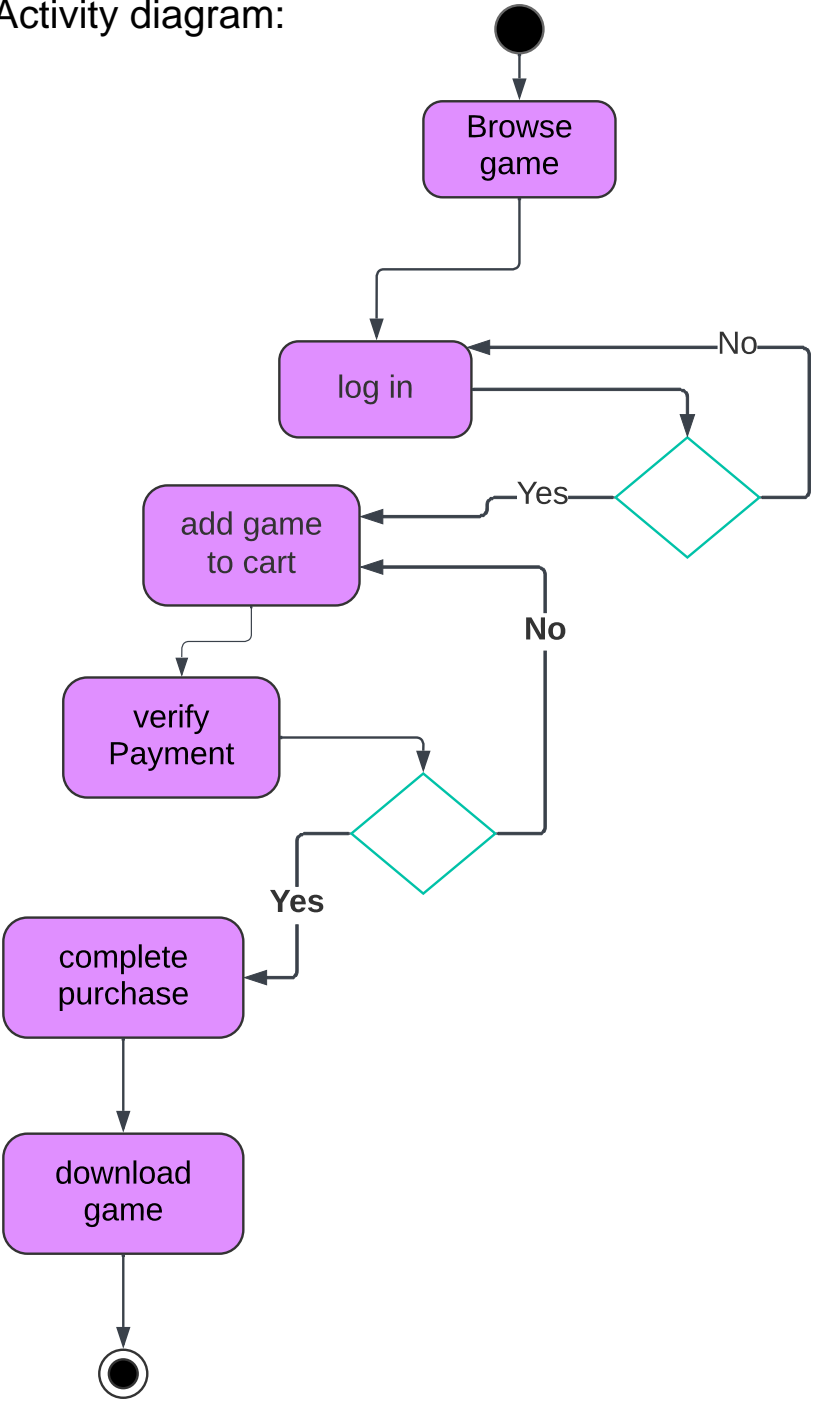
use case diagram:



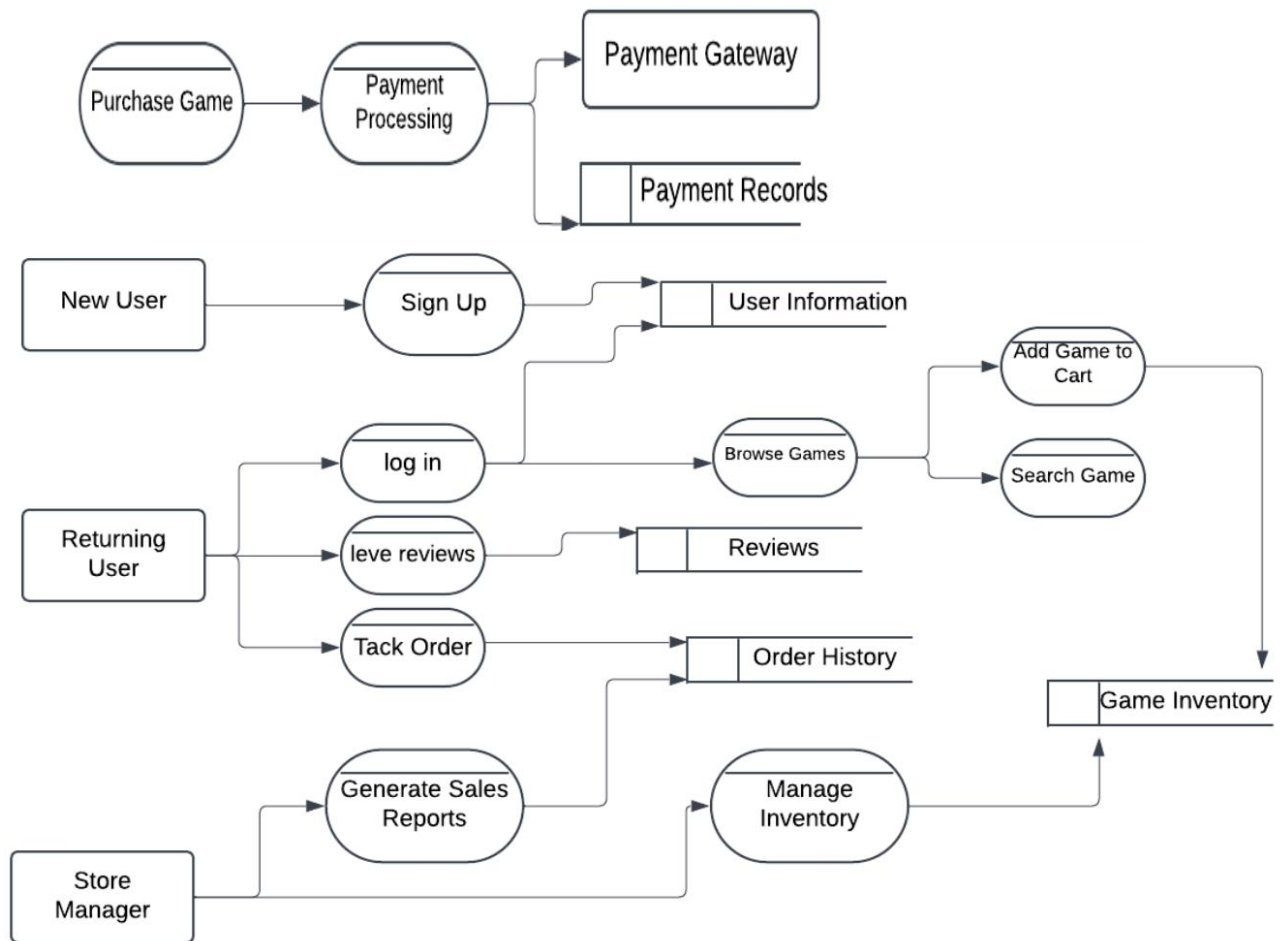
class diagram:



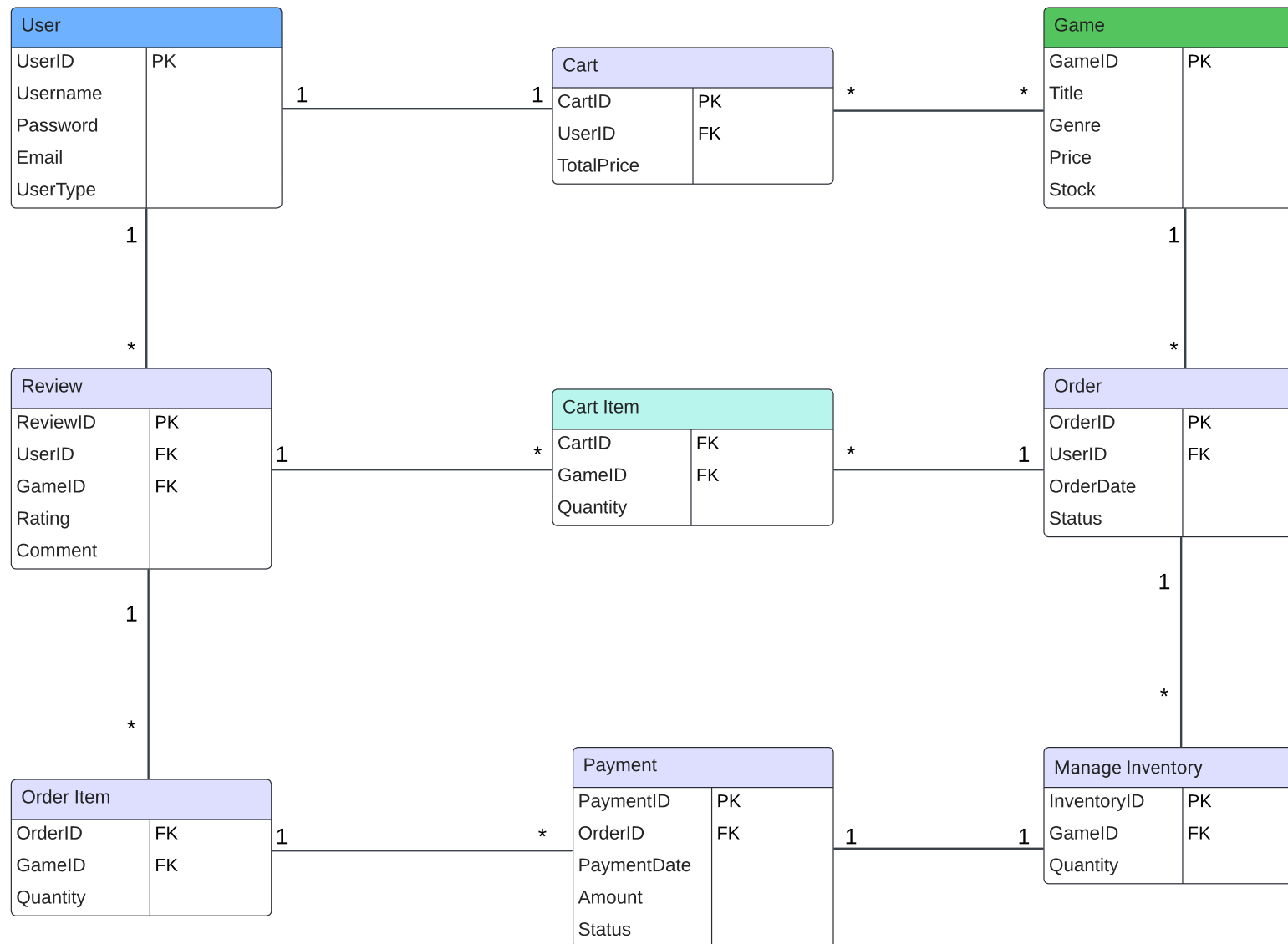
Activity diagram:



# DFD :



# ERD:



wireframe:

