COP290 : Assignment 3 - Pocket Tanks
Software Requirement Specification

Sahil Bansal(2016CSJ0008) & Sahil Singh(2016CSJ0025)

April 15, 2018

The **Loading Page (Home Page)** has the following structure:

- It has a main button named **play** clicking on which the following options are displayed:

  - **Offline Game** : Further clicking on it, user will have the option to choose the difficulty level of the game with the automatic attacking opponent from the following 3 options:
    * Easy
    * Medium
    * Difficulty

    Also, the player will have the option to enter his name and choose the color of his tank.

  - **Online Game** : This button will be used for 2 player games on LAN. After clicking, if the user has not already logged in, he will be asked to first login with his credentials. Further, the two options displayed will be :
    * Host
    * Join

  - **Target Practice** : This can be used to practice and get familiar with the weapons of the game.

- **Settings** : This will contain the following options:

  - **Music & Sound Volume**: to change the music and sound volumes.
  - **Music Switch**: to change the music of the game from some preloaded music.
  - **Game Settings**:
    * **Gravity**: to change the gravity (value of g) in the game from a particular range (say 7 to 15).
    * **Terrain type**: to change the type of the terrain

* **Weapon selection**: to enable/disable certain weapons and **know about the weapons by a short preview of their action**.

- **Login**: The user can login using the credentials provided. After he logins, some **additional buttons** will become visible which will enable him to see the **Statistics** of the past matches he played in ONLINE mode.

- **Chat**: This option will be provided once the user logins and this feature can be used both while playing the game as well as when the user is not playing the game. It will display the list of other online users and the user will have the option to do **text/voice** and even **video chat**.