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Functional Specification

# 1. Introduction

### 1.1 Overview

The Shark Game Project involves the development of a game which will be embedded into a site. The game is targeted towards adults and children. The aim of the game is to crop the sharks in the displayed images and tag them.

# 1.1.1 Home Page

The home page or the first page the user will see will be the Sign In page. The user can either register or sign in using a Facebook/Google+ account.

# 1.1.2 Game Page

Cropping

After signing in the user should get a sign in confirmation and be be taken to the Game page. This page will display an image of a shark. The user's aim is to draw a box around the shark only. This box functions similar to a crop box.

Tagging

After drawing the crop box around the shark, a text box should appear on the cropped image prompting the user to type a tag into it. The user would then type 1 tag only.

There should be an auto-fill functionality which should aid the user in filling when typing the tag. The auto-fill can only help fill in the 14 sharks which this project concentrates on.

Check Mark

The text box should have a check mark (✔) symbol beside it and it should light up after the tag is completed. As the user clicks on the lit up check mark, the next image should appear. This check mark should only light up if the user has typed in either of the 14 shark species.

# 1.1.3 Shark Guide Page

There is a separate page for the Shark Guide. This guide exhibits information on the 14 different sharks which the users will be tagging. Each shark will be represented by an image and a species name. Each of them will have a features section which should address Dorsal Fin, Tail, Caudal Fin, Side Fins (Pectoral Fins), Anal Fins etc. This should help the users in identifying the sharks that are displayed in the images on the Game page.

# 1.1.4 Leaderboard Page

This page which will display Usernames and Points corresponding to each of the Username.

# 1.1.5 About Page

About Page is reserved for future details.

# 1.1.6 Shark Project Header

This is a temporary header which links to the About Page.

# 2. Game Strategy

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# 2.1 Correct Tag

As the users tag the sharks in the images, these tags are stored in a database. In order to figure out which is the correct tag for a shark image, a limit should be met on how many times a said image has been tagged by a specific tag. An example would be, If a shark image has been tagged “Bull Shark” at least 10 times then that shark in the image shall be taken as the Bull Shark.

# 2.2 User Points

The points for each user is calculated based on what the tag they suggest is and what most likely the correct tag is. The points for the users will not be updated until the correct sharks in the images are confirmed i.e. a shark in an image has reached the limit of 10 identical tags and hence has been confirmed as “Bull Shark”. The user that tagged this image “Bull Shark” a few days ago will receive their points.