Software Requirement Specification Document

Assignment 3-Pocket Tanks

Author:
TABISH SHAIKH(14)
AAKAR SHARMA(66)

1 Overview:

This is a online game created using NodeJS, WebRTC and CreateJS. The server of this game is deployed on Heroku and Firebase is used as a database to store data. The game can be played with both computer or with another player online. To play the game first the user need to login. Matches history and the achievement of every player are be stored individually. The user can view his statistics such as game wins, loses and draws by clicking the statistics button on the top right corner.

2 Features:

2.1 Multiplayer:

This is a online game in which more than 2 players can play game online.Any number of players can connect simultaneously and play multiplayer game with whomsoever he wishes.

2.2 Statistics:

We are also storing the stastics of all kind of games, both between the computer and other players.Scores and match history of each player is stored online on firebase.

2.3 Single Player:

A intelligent computer api is also implemented which decide its move on the basis of your location and position.

2.4 Chat:

In the chat-section we have implemented a simple text chat along with audio and video chat features which can be enabled or disabled as per the users choice.You can also text chat or voice chat with other players in real time.

2.5 Security and WebRTC:

For security we have done AES encryption on the WebRTC packets. Also we have incroporated RSA security certificate in our site so that it will be secure.

3 Required Software:

Client only need a browser to play this software. If you want to run this server on your local machine then you need to have these following software installed:-
1. Nodejs
2. npm
3. express
4. socket.io
5. createjs
6. WebRTC

4 Running the project:

To play the game you just need to visit the URL where the server is deployed.