Software Requirement Specification

TMSO-SRS-001

Version 1.0

**Revision History**

| Date | Version | Description | Author | Revised by |
| --- | --- | --- | --- | --- |
| 15/06/2021 | 1.0 | First version | Trần Hữu Phúc | Cao Trung Hieu |
|  |  |  |  |  |
|  |  |  |  |  |

Table of Contents

[1. Introduction 3](#_Toc75267719)

[1.1 Overview 3](#_Toc75267720)

[1.2 Scope 3](#_Toc75267721)

[2. Functional Requirements 4](#_Toc75267722)

[2.1 Feature/Component #1: Home screen 4](#_Toc75267723)

[2.1.1 Interface Image 4](#_Toc75267724)

[2.1.2 Functional Requirements 4](#_Toc75267725)

[MyMobile Home Screen 4](#_Toc75267726)

[2.2 Feature/Component #2: MyMobile "Select difficulty" Screen 5](#_Toc75267727)

[2.2.1 User Interfaces 5](#_Toc75267728)

[2.2.2 Functional Requirements 5](#_Toc75267729)

[MyMobile "Select difficulty" Screen 5](#_Toc75267730)

[2.3 Feature/Component #3: MyMobile "Question" Screen 6](#_Toc75267731)

[2.3.1 User Interfaces 6](#_Toc75267732)

[2.3.2 Functional Requirements 6](#_Toc75267733)

[MyMobile "Question" Screen 7](#_Toc75267734)

[2.4 Feature/Component #4: MyMobile "Rating" Screen 8](#_Toc75267735)

[2.4.1 User Interfaces 8](#_Toc75267736)

[2.4.2 Functional Requirements 8](#_Toc75267737)

[MyMobile "Rating" Screen 9](#_Toc75267738)

[2.5 Feature/Component #5: MyMobile “Setting” Screen 9](#_Toc75267739)

[2.5.1 User Interfaces 9](#_Toc75267740)

[*Image5: “Setting” Screen* 9](#_Toc75267741)

[2.5.2 Functional Requirements 9](#_Toc75267742)

[MyMobile "Setting" Screen 9](#_Toc75267743)

[2.6 Feature/Component #5: MyMobile “Report” Screen 10](#_Toc75267744)

[2.6.1 User Interfaces 10](#_Toc75267745)

[2.6.2 Functional Requirements 10](#_Toc75267746)

[MyMobile "Report" Screen 10](#_Toc75267747)

# **Introduction**

## **Overview**

- The world has entered the era of technology 4.0, along with the level of work as well as human stress is increasing day by day.

- Grasping that situation and psychology, our team came up with the idea of ​​​​building a small game show program to answer questions for entertainment and stress relief on the Ios platform.

.

## **Scope**

Demo version

Demo version is for display purpose only, not link to Database, not link to affiliated sites

Android OS: Android: OS 4.0.X to 4.1.X

* Android test devices: Galaxy Nexus, Nexus S, Samsung Galaxy S2

Android screen resolutions: 480x800, 720x1280

Support screen orientation in landscape mode only

# **Functional Requirements**

## **Feature/Component #1: Home screen**

### Interface Image

*Image1: Home Screen*

### Functional Requirements

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Description** | **Action** | **Response** |
| MyMobile Home Screen | **MyMobile Home Screen has 5 button:**   * “New game” button * “Rating” button * “Setting” button * “Report” button * “Exit” button | N/A | N/A |
| **“New game” button** | **“New game” Button”:**   * “Monster” Button * “Master” Button * “Hard” Button * “Normal” Button * “Easy” Button | Click “New game” button | Enter the interface "select difficulty" |
| **“Rating” button** | **“Rating” Button”:**   * “ID” box * “Name” box * “Scores” box * “Rank” box | Click “Rating” button | Enter the interface "Rating" |
| **“Setting” button** | **“Setting” Button”:**   * “Language” Button * “Graphics” Button * “Volume” Button | Click “Setting” button | Enter the interface "Setting" |
| **“Report” button** | **“Report” Button”:**   * Form “Report” * “contentReport” text box * “Submit” button | Click “Report” button | Enter the interface "Report" |
| **“Exit” button** | **“Exit” Button”:**   * “Exit” button | Click “Exit” button | Exit the application |

## **Feature/Component #2: MyMobile "Select difficulty" Screen**

### User Interfaces

*Image2: "Select difficulty" Screen*

### Functional Requirements

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Description** | **Action** | **Response** |
| MyMobile "Select difficulty" Screen | **MyMobile "Select difficulty"Screen has 5 button:**   * “Monster“ button * “Master“ button * “Hard“ button * “Normal“ button * “Easy“ button | Click “New game” button | Enter the interface "select difficulty" |
| **“Monster” button** | **After selecting the "New game" button, go to the "Select difficulty" screen:**   * “Monster” Button | Click “Monster” button | Enter the interface "Question" |
| **“Master” button** | **After selecting the "New game" button, go to the "Select difficulty" screen:**   * “Master” Button | Click “Master” button | Enter the interface "Question" |
| **“Hard” button** | **After selecting the "New game" button, go to the "Select difficulty" screen:**   * “Hard” Button | Click “Hard” button | Enter the interface "Question" |
| **“Normal” button** | **After selecting the "New game" button, go to the "Select difficulty" screen:**   * “Normal” Button | Click “Normal” button | Enter the interface "Question" |
| **“Easy” button** | **After selecting the "New game" button, go to the "Select difficulty" screen:**   * “Easy” Button | Click “Easy” button | Enter the interface "Question" |

## **Feature/Component #3: MyMobile "Question" Screen**

### User Interfaces

*Image3:* "Question" *Screen*

### Functional Requirements

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Description** | **Action** | **Response** |
| MyMobile "Question" Screen | **MyMobile "Question" Screen has 2 box, 6 button:**   * “Question” box * “Answer1” button * “Answer2” button * “Answer3” button * “Answer4” button * “Finish” button * “Scores” box * “Exit” button | Click 1 of the 5 buttons on the "select difficulty" screen | Enter the interface "select difficulty" |
| **“Question” box** | box contains question | N/A | Show question |
| **“Answer1” button** | Button contains answer 1 | Click "Answer1" button | The "Answe1r" button lights up |
| **“Answer2” button** | Button contains answer 2 | Click "Answer2" button | The "Answer2" button lights up |
| **“Answer3” button** | Button contains answer 3 | Click "Answer3" button | The "Answer3" button lights up |
| **“Answer4” button** | Button contains answer 4 | Click "Answer3" button | The "Answer4" button lights up |
| **“Finish” button** | Button to submit selected answer | Click "Finish" button | - If the answer is correct, the "score" box + 1 point.  - If the answer is wrong, the "score" box - 1 point.  - Move on to the next question. |
| **“Scores” box** | box contains scores | N/A | Show score, default is 0 |
| **“Exit” button** | Button exit "Question"Screen | Click "Exit" button | - Exit "Question"screen, enter the home screen  - Add "Continue" button at home screen |

## **Feature/Component #4: MyMobile "Rating" Screen**

### User Interfaces

*Image4:* "Rating**"** *Screen*

### Functional Requirements

### 

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Description** | **Action** | **Response** |
| MyMobile "Rating" Screen | **MyMobile "Question" Screen has 4 box:**   * “ID” box * “Name” box * “Scores” box * “Rank” box | Click “Rating” button | Enter the interface "Rating" |
| **“ID” box** | box contains id user | N/A | Show all user id |
| **“Name” box** | box contains name user | N/A | Show all user name |
| **“Scores” box** | box contains scores user | N/A | Show all user scores |
| **“Rank” box** | box contains rank user | N/A | Show all user rank |

## **Feature/Component #5: MyMobile “Setting” Screen**

### User Interfaces

## *Image5: “Setting” Screen*

### Functional Requirements

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Description** | **Action** | **Response** |
| MyMobile "Setting" Screen | **MyMobile "Setting" Screen has 3 button:**   * “Language” button * “Graphics” button * “Volume” button | Click “Setting” button | Enter the interface "select difficulty" |
| **“Language” button** | **“Language” button:**  List of buttons containing countries' languages | Click “Language” button | Show list of buttons containing countries' languages. |
| **“Graphics” button** | **“Graphics” button:**   * “High” button * “Medium” button * “Low” button | Click "Graphics" button | Show 3 “button” of "Graphics" |
| **“Volume” button** | **“Volume” button:**   * “Total volume” button * “Volume” button * “Music” button | Click "Volume" button | Show 3 “button” of "Volume” |

## **Feature/Component #5: MyMobile “Report” Screen**

### User Interfaces

*Image6: “Report Screen*

### Functional Requirements

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Description** | **Action** | **Response** |
| MyMobile "Report" Screen | **MyMobile "Report" Screen has 1 form contain 1 text box, 1 button:**   * “ContentReport” text box * “Submit” button | Click “Report” button | Enter the interface "Report" |
| **“ContentReport” text box** | **“ContentReport” text box:**  Enter the content to report | Click “ContentReport” text box | Show the content to report |
| **“Submit” button** | **“Submit” button:**  Button to submit content “ContentReport” text box | Click "Submit" button | Submit content “ContentReport” text box |

***---------- End of Document ----------***