# SOFTWARE   REQUIREMENT   SPECIFICATION

## 2.1    Introduction

Chennemane is a traditional folk game of Dakshina Kannada. In this project we are going to implement the game and preserve the traditionalism of our Tulunadu. It is concerned with playing the game on PC and receiving the SMS alerts about the scores, milestones created by a respective player. The output of the Requirement Specification is the "**Software Requirement Specification" (SRS)**.

The **SRS** is a document, which describes completely the external behavior of the software.  It is the first and foremost work of a software developer to study the system to be developed and specify the user requirements before going for the designing part.

## Purpose

The purpose of the project is to spread a folk game throughout the world and to popularize "Chennemane game" among the people of current and upcoming generation. As there isn't any existing system to play the game, our main aim is to give a platform to this declining folk-game.

Implementation of Chennemane game is a solution to popularize this game among youths.

• Implementation of the Chennemane is helpful for learners to learn the game using "Training mode" (Demo).

• When a player registers, his account will be created and his performance will be recorded.

• If the existing record (maximum score) is broken, then an SMS alert will be sent to the previous record holder and provokes him to reclaim his old record.

## Scope

The proposed project will implement the Chennemane game on PC and helps to play the game without using the traditional board and coins (seed called "Manjutti").

The project will:

a. Provide the user (players) to secure his account using 'username' and 'password'.
b. Store, update and display the score of each player, during the course of the game.
c. Compare the score scored in the last match and an SMS alert is sent to the previous record holder, if a new record is created.

## 2.2 Constraints

## General Constraints

The score of every player is recorded only after the completion of each and every game.

## Definition, acronyms, abbreviation

**Login:** Before playing the game, users have to specify a unique username and a password, which ensures his account and regularly update his database.

**Player:** It is a user who plays the game.

**Game selection:** The mode of the game has to be selected, once a user has logged in. It consists of two types:

- **Single end mode**
- **LAN game mode**

**Single end mode:** Demo game which helps the new players to learn this game.

**LAN game mode:** In this mode an actor has to play on his own, with the player on another system which is connected through Local Area Network.

**Score:** Points scored by player in a match.

**Result:** The outcome of the match, which includes winner in a match, total score of the players and the time taken to beat a player.

## 2.3 <u>Overview</u>

The implementation of the project begins when a user logs into the game. The user has to select the mode of the game. If he's new to the game, he can learn the art of Chennemane in the Training mode. When he's well into it, then he can play the match in Real mode. After the match, the result will be displayed and stored on his database. When a player beats the current top score, an SMS alert will be sent to the previous record holder and provokes him to reclaim his old record.

## References:

The needed Requirements for this project are gained from the Software Company: **A1 Logics, Mangalore**.

## 2.4 <u>Product Perspective:</u>

The Chennemane game project will provide a new dimension in the computer gaming sector. This will help the urban people in learning a folk game without the aid of the traditional board and coins. When a user plays the game, his score will be stored in the database and display the scores of current players during the course of play.

### Product Function

The proposed project will implement the Chennemane game on PC and helps to play the game without using the traditional board and coins.

## 2.5 <u>System Interface</u>

**External Interface Requirements**

**User interface:** User Interface is designed in a user friendly manner. And the user has to move the coins, for which the interface will require keyboard and Mouse.

**Hardware Interface:** Modem.

**Software Interface:** The front end application is ASP.NET, C# for user   for getting information about item and placing the orders. In the Back End, for maintaining the data in database Microsoft SQL Server 2005 as the back end.

**Communication Interface:** TCP/IP

**Functional Requirements**

**Module:** We have 2 levels of user:
➢ Admin
➢ Player

**Login Module:** In this module, when a new player wants to     play the game, he can make registration through this.

**Reports:** It is the result which is stored on the database after the completion of the match.

**Alerts:** Alerts are the messages sent to the player whose record will be beaten by another player.

## 2.6 <u>User Characteristics</u>

We are having two levels of users:

- **Admin:**

➢ He can view the users' account

➢ He can delete the user account.

- **Players:**

➢ He can play the game only after he creates an account by logging into it.

➢ He can view his own score and the 'highest score' only.

## Assumptions and dependencies

All the data entered will be correct and up-to-date. The Browser and operating system will support the System and the DOTNET frame work.

## <u>Performance Requirements:</u>

There are no other Performance requirements.

**System Attributes**: The software requires certain minimum configurations like 20 GB HDD, Dual Speakers or headphone, 2.6 GHZ processor and minimum of 512MB RAM will be sufficient at the client end.

## Other Requirements:

There are no other requirements.