

SOFTWARE REQUIREMENT SPECIFICATIONS

FOR

CHAIN REACTION

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1 INTRODUCTION

1.1 Purpose :

This document specifies all the requirements for the CHAIN REACTION game software. These requirements relate to the functionality, constraints, performance, attribute and the system interface .

The Chain Reaction program is used to play game . First goal is to allow two users or players to play the game interactively from remote locations. And the second goal will be that the program should be working and allow the users to play the game.

1.2 Scope :

This document describes the software requirements for the Chain Reaction program. This document will be used by the end-users, tester, and developers of the game.

1.3 Definitions :

BOARD : The Game has a board of 8 x 6 .

RADIOACTIVE ORBS : The input is given in forms of coloured orbs which explodes in suitable situations.

EXPLOSION: The orbs explode into the surrounding cell when reached critical mass.

2 PRODUCT DESCRIPTIONS

2.1 Product perspective

University students need an entertainment tool to enjoy and play with friends over the network. As described in section 1.2, of this document, CHAIN REACTION intend to fill this need by providing a software allows entertainment with friends and over the network

2.2 Product functions

CHAIN REACTION game provides following functions :

1. Displays board view before and after each players turn .
2. Records the last move .
3. Checks for valid moves .
4. Sensitive toward's every input .

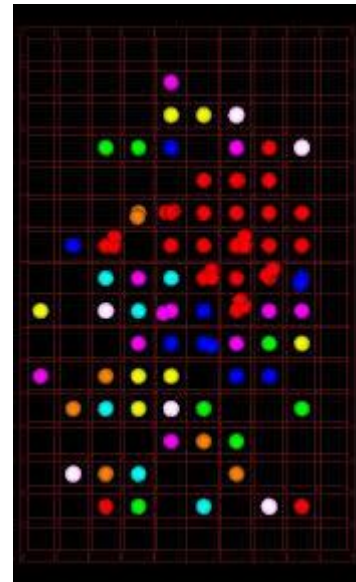
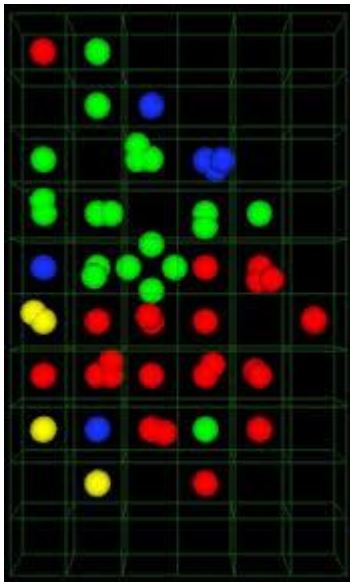
2.3 User characteristics

CHAIN REACTION is a very simple game .User need not necessarily know rules of game...But its fine. Rules can be learnt within a minute or five .

2.4 Constrains

CHAIN REACTION may experience hardware limitations constrain for graphics and Java language requirements if installed in a not compatible computer.

SOME SNAPSHOTS TAKEN DURING ORIGINAL GAME



3 FUNCTIONS USED IN CODE

```
void boardview(int board[8][6]);  
void firstPLAYERturn(int board[8][6]);  
void secondPLAYERturn(int board[8][6]);  
int finish(int board[8][6]);  
void explode1center(int board[8][6],int i,int j);  
void explode1topedge(int board[8][6],int i,int j);  
void explode1bottomedge(int board[8][6],int i,int j);  
void explode1leftedge(int board[8][6],int i,int j);  
void explode1rightedge(int board[8][6],int i,int j);  
void explode1firstcorner(int board[8][6],int i,int j);  
void explode1secondcorner(int board[8][6],int i,int j);  
void explode1thirdcorner(int board[8][6],int i,int j);  
void explode1forthcorner(int board[8][6],int i,int j);  
void search1(int board[8][6]);  
void swap(int board[8][6]);  
void convert(int board[8][6]);
```

3 SOME SNAPSHOTS OF PROGRAM ON RUNNING

GRID

```
  1  2  3  4  5  6
+--+--+--+--+
1|  |  |  |  |  |
+--+--+--+--+
2|  |  |  |  |  |
+--+--+--+--+
3|  |  |  |  |  |
+--+--+--+--+
4|  |  |  |  |  |
+--+--+--+--+
5|  |  |  |  |  |
+--+--+--+--+
6|  |  |  |  |  |
+--+--+--+--+
7|  |  |  |  |  |
+--+--+--+--+
8|  |  |  |  |  |
+--+--+--+--+
1st player's turn:
```

DURING GAME

```
  1  2  3  4  5  6
+--+--+--+--+
1|a1|a1|  |  |a1|
+--+--+--+--+
2|a2|b2|  |  |  |
+--+--+--+--+
3|  |  |  |  |  |
+--+--+--+--+
4|  |  |  |b1|a1|
+--+--+--+--+
5|  |  |b1|a1|  |
+--+--+--+--+
6|b1|  |  |  |  |
+--+--+--+--+
7|  |  |  |  |  |
+--+--+--+--+
8|b1|  |  |  |b1|
+--+--+--+--+
1st player's turn:
```