Group 1 Requirements

* Technology-based “game-like” tool to stimulate teen interest in healthy choices.
  + Multiple-choice quiz game
    - This game identifies gaps in your health knowledge, gives you succinct health tips, and points you to educational resources that will help you fill those gaps.
    - Parents will be able to get automatic emails about their child’s progress.
    - Three levels: beginner, intermediate, advanced
    - Four categories: fitness, medicine, general health, nutrition
    - Each category at each level will be one quiz which will give the user a Bronze Badge (70+), Silver Badge (80+), or Gold Badge (90+), or no badge at all.
      * No time limit for single player quizzes, but if a user leaves the page, their progress for the current quiz will be lost.
        + There will be a small warning about this on each quiz page.
      * For wrong answers, users get a chance to correct their wrong answers before submitting a second (and final) time.
      * Questions answered correctly on the second try earn half credit.
      * For leadership board purposes
        + each Beginner quiz will earn up to 100 points,
        + each Intermediate quiz will earn up to 200 points
        + each Advanced quiz will earn up to 300 points.
        + the maximum possible points is 2400
    - Users can take quizzes in any order.
    - After a quiz is submitted, a health tip and a link for further reading are provided for each question, along with a button that will take them to the next recommended quiz.
      * Questions, tips, and/or links for correct answers will be a different color than incorrect answers.
    - After users pass each level (at least a Bronze in every category of that level), users will be able to activate two new modes for that level.
      * Multiplayer Mode automatically matches users with five opponents.
        + Each user will have a short time-limit to answer mixed questions from all categories of that level.
        + For leadership board purposes

Ties are broken by quickest completion.

In the unlikely event of a tie in completion time, the tie will be broken randomly.

1st Place = 100/200/300 points depending on level.

2nd Place = half points

3rd Place = quarter points

* + - * Team Multiplayer Mode automatically matches users with two teammates and an opposing team of three.
        + Same as Multiplayer Mode except the scores of users of each team will be added up to a team score.
        + For leadership board purposes

The winning team members each get 33/67/100 points depending on level.

* Fast navigation between pages
* User registration and login system
* Email Verification (ideally with a maximum one minute latency)
* Cross Platform Compatibility (desktops and mobile devices)
* Facilitate advertising and donations
* Parents will be able to monitor their child’s progress
* Allow for government officials to retrieve macro usage statistics with a special admin account.