

ASSIGNMENT 2

Advanced Software Engineering



Presented to: Dr. Islam El-Maddah

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**# Assignment 2 statement**

**it is required to build a software application in:**

Virtual Reality Educational game based on topics from one course, **students have levels** and the **course is divided into stages** **and each student must complete all stages before he proceed to the final stage**, the course stages can be edited and updated by course instructors.

**Answer:**

**System actors:**

* Course instructors.
* Students.

1. User stories:

|  |  |  |  |
| --- | --- | --- | --- |
| Story ID | As a/an | I want to… | So that… |
|  | Student | Register in educational game | I participate in course curriculum. |
|  | Course instructor | Edit/update the course material | I can modify the course contents/levels. |
|  | Student | Get notified with updates made on the system | I can check recent updates made by course instructors. |
|  | Student | See all course stages before starting | I can manage my time correctly. |
|  | Student | Have easy controls | I can navigate the game easily. |
|  | Student | Complete all the game stages | I can proceed to the final stage and pass the course. |
|  | Course instructor | Get notified when a student finishes the final stage | I can check their score and approve his grade. |
|  | Student | Receive email with final grades | I know whether I succeed or not. |
|  | Course instructor | Get a list of scores of all students at the end of the semester | I can calculate the success percentage. |
|  | Course instructor | Be able to approve the final results for all students taking courses | The system start sending mails to them. |