

- **Stakeholder(s) and their mission**
 - Group of students - customer/owner/operator, students that want to test their abilities before taking an exam, they want to practice their knowledge by creating and doing quizzes, they want to study with their friends so they can study together, communicate and compare their results
- **Goals**
 - The application should allow the user to create a test/quiz with questions and answers, which can later be used to test their knowledge.
 - The quizzes can be shared between users using invites as a way to study together or to test their knowledge.
 - Users can also interact with each other using a comments section for each quiz.
- **Success measures**
 - Number of active student users
 - The frequency of quiz creation and completion
 - Strong engagement through sharing and collaboration
 - Positive feedback and measurable improvement in learning outcomes.
- **Competition analysis**
 - Existing quiz platforms (e.g., Quizlet, Kahoot) already offer similar learning tools.
 - Quizlet -quiz rating, highlighting questions - you can see which questions were problematic for you
 - disadvantages - choices are limited if you don't pay for the application, mainly flashcards, redundant game modes
 - Kahoot
 - explanation of question
 - hard to self study school topics
 - extraction question from pdf

- Many focus on entertainment or classroom settings rather than self-study.
- **Requirements**
 - Functional requirements
 - Manage an account - user will be able to manage his account, including all basic functionalities
 - Create
 - Delete
 - Connect with other users (friends)
 - Create quiz - system will enable user to create quizzes and tests based on their preferences (multiple choice, true/false, open response questions), each quiz will contain questions with right answers, and user can provide explanation for the answers, each quiz can be assigned multiple tags that can help other users with searching for the right quiz, user can create quiz from failed or highlighted questions
 - Quiz name
 - Question
 - Answer
 - Explanation (optional)
 - Tags representing the content of the quiz
 - Create quiz from failed questions
 - Rate the quiz - users can rate quizzes, so others can see if specific quiz is worth taking
 - Comment under a quiz - users can share their experience through comments
 - Share your score on your account page - each user can share his score on their account page, so they can interact and compare with other users
 - Share quiz with another user - users can share quizzes with each other so they can study together or exchange quizzes

- Non-functional requirements
 - Performance: The application should load quizzes quickly and handle multiple users simultaneously without delays.
 - Usability: The interface must be simple, intuitive, and accessible on both desktop and mobile devices.
 - Reliability: The system should ensure data consistency and minimal downtime.
 - Scalability: The platform must support growth in the number of users and quizzes over time.
 - Security: User data (accounts, scores, and content) must be protected against unauthorized access.
 - Maintainability: The codebase should be easy to update and extend with new features.
- Schedule
 - Round 1
 - User specification
 - Website layout
 - Basic quiz creation and usage prototype
 - Quiz content tags
 - Round 2
 - Create quiz from failed answers
 - Quiz rating
 - Quiz comments section
 - Round 3
 - Connecting accounts (Friends)
 - Sharing quizzes
 - Share quiz score
 - Filter shown quizzes by tags or by rating
 - Account creation (Create, Delete, Manage)

- **Budget**

- Manage an account - 2 weeks
 - Create
 - Delete
 - Connect with other users (friends)
- Create quiz - 3,5 weeks
 - Quiz name
 - Question
 - Answer
 - Explanation (optional)
 - Tags representing the content of the quiz
 - Create quiz from failed questions
- Rate the quiz - 2 days
- Share your score on your account page - 1 week
- Share quiz with another user - 1 week
- Comment under a quiz - 1 week

- **Responsibilities**

- The Team
 - Juráška A.
 - Persona
 - Persona ambassadorship
 - Suchá K.
 - Specification
 - Testing observation (includes testing report production; must be distinct from the moderator)
 - Beluško Š.
 - Prototype
 - Backend implementation
 - Magula T.
 - Leadership
 - Testing moderation
 - Zvonov E.
 - Frontend implementation
 - Design