Software Requirements Specification – Kory Stennett

1. Introduction

1.1 Purpose

This SRS describes the functional and nonfunctional requirements for software release 1.0 of the Make Learning Exciting (MLE) program. This document is intended to be used by the members of the project team who will implement and verify the correct functioning of the system. Unless otherwise noted, all requirements specified here are committed for release 1.0.

1.3 Project Scope

MLE will grant students, particularly children, with the ability to learn math and English through simple games. The games increase in difficulty as the student advances through problems. Eventually they should be able to multiply, divide, add and subtract, as well as identify nouns, pronouns, adjectives, and verbs.

2. Overall Description

2.1 Product Perspective

(When searching this subject online, it seems to be what the shareholders care about, and defines the features of the product)

MLE needs only connect to a student’s computer and then it can be used for learning purposes.

Evolves as the student progresses

Throws in old problems to ensure retention of information

Includes training guides and information for the student to learn the subject before playing

Math including fractions, decimals as the hardest problems, multiplication/division included

English taught by being given a sentence and being asked to find the pronoun/noun/adjective, etc.

Scores are tracked to announce the student’s progress

2.2 User Classes and Characteristics

General User – Student: The student is the main user and focus of the program. They are likely at a fifth grade or earlier reading level, and same with their knowledge of math. Anything beyond that point and this program might not teach them anything.

General User – Parent/Guardian/Teacher: This person’s role is to track progress of the student using the built-in tools and make sure they are staying on track to learn.

3. System Features

3.1 Math Wizard Game

3.1.1 Description

The student will be asked a series of math questions and be given a time limit to answer each one. This game not only helps users feel more confident in answering quick-fire math questions, but helps students memorize their multiplication tables. As the student answers more rapidly and correctly, the game moves up from just addition/subtraction to multiplication/division to fractions and decimals.

3.1.2 Functional Requirements

**Math.Play:** **Flow of the Math Wizard game**

.TrackScore: The game tracks user’s score by manipulating the time played with the questions asked along with the number of questions correctly answered.

.Evolve: If the score tracked in TrackScore reaches a certain threshold, then start including more challenging problems in the user’s game.

.Review: Throw questions from previous evolutions into the mix from time to time.