



Project scope

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Community & UN SDG(s): Quality education and partnerships for the goals

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Project Name	SDG Guess Quest
Project Deliverables	
Epic 1: Guess Who game: core functionality	<p>Work Package: Game Development</p> <ul style="list-style-type: none">- Implement the core functionality of the Guess Who game, including character cards representing UN SDGs and the ability to generate a game code to invite other players. Users will be able to select a character card and engage in turn-based gameplay. <p>User Stories</p> <ul style="list-style-type: none">- As a user, I want to play the Guess Who game with character cards representing UN SDGs, so that I can learn about the goals while enjoying the game.- As a user, I want to create a game code so that I can challenge my friends to a game.
Epic 2: Gamification	<p>Work Package: Gamification</p> <ul style="list-style-type: none">- Badges for games played, games won, etc.- Leaderboard among users <p>User Story</p> <ul style="list-style-type: none">- As a user, I want to gain badges and accolades for my in-game achievement and see how I compare with other people. <p>Work Package: Send game code</p> <ul style="list-style-type: none">- Send a game code to someone by email/SMS <p>User Story</p> <ul style="list-style-type: none">- As a user, I want to send the game code to my friend so I don't have to text them outside the game if I am not in the same place as them.
Epic 3: Online Features	Work Package: Online



- Develop the online mode, enabling users to play against friends or other online players. This includes real-time gameplay and synchronization of moves between players.
- Ability to add other users as friends

User Stories

- As a user, I want to play the game online with friends, so that I can compete and collaborate with players from around the world.

Project Exclusions

- 3+ player capability
- Community Engagement and management: chat with gaming friends outside of the game so the user can build connections and discuss the game experiences.
- Localization for specific languages is excluded but may be considered in future phases.