



Project requirements

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

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Project Name

SDG Guess Quest

Functional Requirements

MVP1:

- Must allow users to play the Guess Who game.
- Users must be able to select a character card representing a UN Sustainable Development Goal (SDG).
- The game must include a turn-based mechanism where players take alternating turns to guess the opponent's character card.
- The first correct guess will result in a win.
- Users must be able to send a game code to another person who can enter it to play.

MVP2:

- Badges must be awarded in incremental stages
- Leaderboards must include all users
- Must be able to send a game code to someone via SMS

MVP3:

- The system must support online gameplay.
- Online games must be synchronized in real-time for a seamless gaming experience.
- The system must include a matchmaking system to pair players of similar age

Technical/Performance Requirements

- Application must be compatible with IOS and Android mobile devices
- System architecture must be scalable to accommodate a growing user base
- System must implement secure user authentication and authorization mechanisms
- Response times for actions like sending game invitations and chat interactions must not exceed 2 seconds to maintain user engagement
- The database must efficiently manage users, game progress, and community interactions