2.1 Functional Requirement

| **ID** | **Type** | **Title** | **Description** | **Priority** | **MuShCo** | **Dependencies** | **Expected Results** | **Exception Handling** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| FR2.1 | Web application | User Input Gathering | The system should allow users to input their preferences, including: • Area the user would like to explore • Current or new role • Career aspiration • Current learning topics | High | Must have | n/a | Users should be able to provide their preferences easily and efficiently. | Display an error message if any of the required input fields are not filled. |
| FR2.2 | Skill identification | Matching Skills to preferences | The system should identify relevant courses and software from IBM Skills Build based on the user's input preferences. | High | Must Have | FR2.1 | The system should present a list of courses and software that align with the user's specified preferences. | If no matches are found, inform the user and suggest broader preferences or alternative actions. |
| FR2.3 | Gamification | Incorporating Gamification | The system should embed elements of gamification, or game mechanics, to encourage user engagement with the learning experience. | Medium | Should have | n/a | Users should experience gamified elements that make the learning process more engaging and enjoyable. | Provide an option for users to disable gamification if it is distracting or unwanted. |

## **Data flow Diagram:**



User Input (FR 2.1): This represents the initial input provided by the user, including preferences like the area to explore, current role, career aspirations, and learning topics.

Skill Identification (FR 2.2): This process takes the user input and identifies relevant courses and software from IBM Skills Build based on those preferences.

Gamification (FR 2.3): This process involves incorporating gamification elements into the learning experience, enhancing user engagement.

# Decision Table:

For Gamification (FR2.3):

| **Input** | **Output** |
| --- | --- |
| User Prefers Gamified | Gamified Experience |
| User Prefers Non-Gamified | Standard Learning Experience |
| User Indifferen | Default (Gamified) |