ClassQuest

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Team Introduction

1. Alvin : Frontend Developer and UI/UX Designer
2. Tolani : Frontend Developer and UI/UX Designer
3. Dmytro : Project Manager and Backend Developer

Project Background & Business need

ClassQuest was born from a gap left behind when the popular classroom-gamification platform Classcraft was discontinued. Teachers lost a key tool that had successfully turned learning into an adventure.

Alternatives : (ClassDojo, KhanAcademy)

Opportunity:

To build a flexible, affordable, Saskatchewan-born alternative.

Reason

We’re creating ClassQuest because we believe that learning shouldn’t feel like punishment. Students today are used to interactive, visually rich environments

“Why”

Our why follows Simon Sinek’s golden-circle idea: (Why, How, What)

Impact/Value

When we’re done, the current state where students feel disconnected and teachers juggle too many tools will become a new reality where learning is collaborative, immersive, and rewarding.

Our value is to ensure that students become active participants instead of passive listeners, and teachers regain control over engagement.

“Who”, Our Audience

1. Students (Grades 5 and up)
2. Teachers
3. Parents

Geographically, our focus begins in Saskatchewan classrooms, but our idea easily scales across provinces.

“What”, Our Deliverables and Constraints

We’re building a web-based MVP, not a mobile app yet. It’ll feature user authentication, customizable avatars, guild systems, quests, boss battles, item shops, and leaderboards.

Constraints:

Limited timeline, Limited manpower, Classroom privacy rules, Accessibility expectations

“How”, Our Creation Plan

Our workflow follows five phases, aligned with PMBOK and BAD principles:

1. Project Initiation & Planning
2. System Design
3. Development (MVP phase)
4. Testing
5. Final Checks and Delivery

“How”, Our Creation Plan

The tech stack we’ll use are as follows:

Front End: React & TailwindCSS

Back End: Node.js with Express

DataBase: MongoDB Atlas

Hosting: Cloud-deployed system with HTTPS/TLS security

BAD & PMBOK

Our BAD (Business Aware Design) approach ensures we're not just coding blindly, we're aligning the design with stakeholder and business value:

1. **Benefits**: Teachers regain engagement tools
2. **Approach**: Iterative design, Constant feedback, and rapid prototyping
3. **Deliverables**: Functional MVP, training slides, and demo accounts ready for use in classroom environment.

Closing Remarks