



ClassQuest

Turning Classrooms into RPG Adventures



Capstone Project – University of Regina

Team: Alvin Tolentino | Tolani Oke-Steve | Dmytro Stepaniuk

Professor: Tim Maciag

Meet the Quest Forging Team



Alvin Tolentino

Frontend Developer / UI-UX Designer

Crafting the visual magic and user experience.



Tolani Oke-Steve

Frontend Developer / UI-UX Designer

Focusing on accessible and engaging interface design.



Dmytro Stepaniuk

Project Manager / Backend Developer

Managing scope and building the secure architecture.



Professor Tim Maciag

Academic Supervisor

Guiding our academic rigor and project execution.



Teacher-Clients

Brian Nenson & Kelly Chambers

Our vital partners from Saskatchewan Public Schools.



The Missing Treasure: Why a New Tool is Needed

- ➔ **The Gap Left by Classcraft:** After the discontinuation of a beloved, engaging classroom RPG tool, educators were left without a comprehensive alternative.
- ➔ **Fragmented Focus:** Existing popular platforms, such as Khan Academy or ClassDojo, tend to focus either on static lesson delivery or basic behavior management.
- ➔ **Lack of Integration:** Critically, none seamlessly combine high-level learning objectives, true RPG-style mechanics, and collaborative teamwork.

Our Opportunity: Forging a New Path

We are stepping in to fill this critical engagement gap with ClassQuest, a purpose-built solution designed specifically for educators in our community.

This is an opportunity to provide a superior, localized, and practical alternative for transforming classrooms.



Affordable & Flexible



Web-Based Simplicity



Chromebook Optimized

ClassQuest is designed to be fun for students while remaining simple and powerful for teachers.



ClassQuest: The Mechanics of Fun

ClassQuest transforms the standard classroom experience into a personalized role-playing adventure, integrating core academics with game design elements.



Guilds & Avatars

Students join teams and customize their characters to begin their journey.



Progression & Rewards

Earn **XP**, **Gold**, and **Hearts** for homework, participation, and projects.



Teacher as GM

Teachers manage the world, assign quests, and control the flow of the narrative.



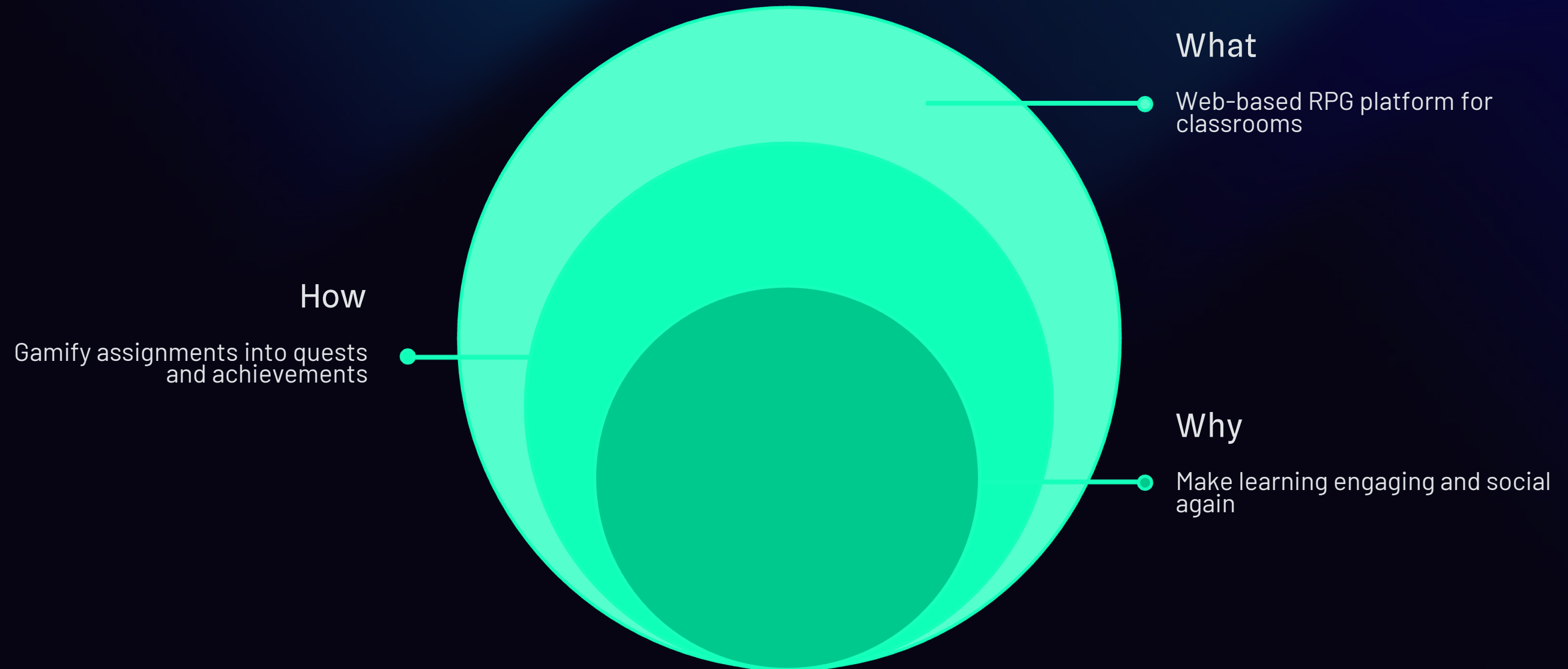
Boss Battles

High-stakes exams, major assignments, or quarterly tests become epic 'Boss Battles'.



Our Why: The Golden Circle of ClassQuest

We define our purpose, process, and product to ensure every design choice aligns with our central mission: **making learning irresistible.**



Shifting the Paradigm: Impact & Value Proposition

Current Reality

Students are often passively disengaged, and teachers are forced to juggle multiple, non-integrated behavioral and grading tools.



New Reality (ClassQuest)

We create collaborative, immersive classrooms that consistently inspire internal motivation and a lasting love for learning.



To achieve this new reality, we prioritize three core build requirements:

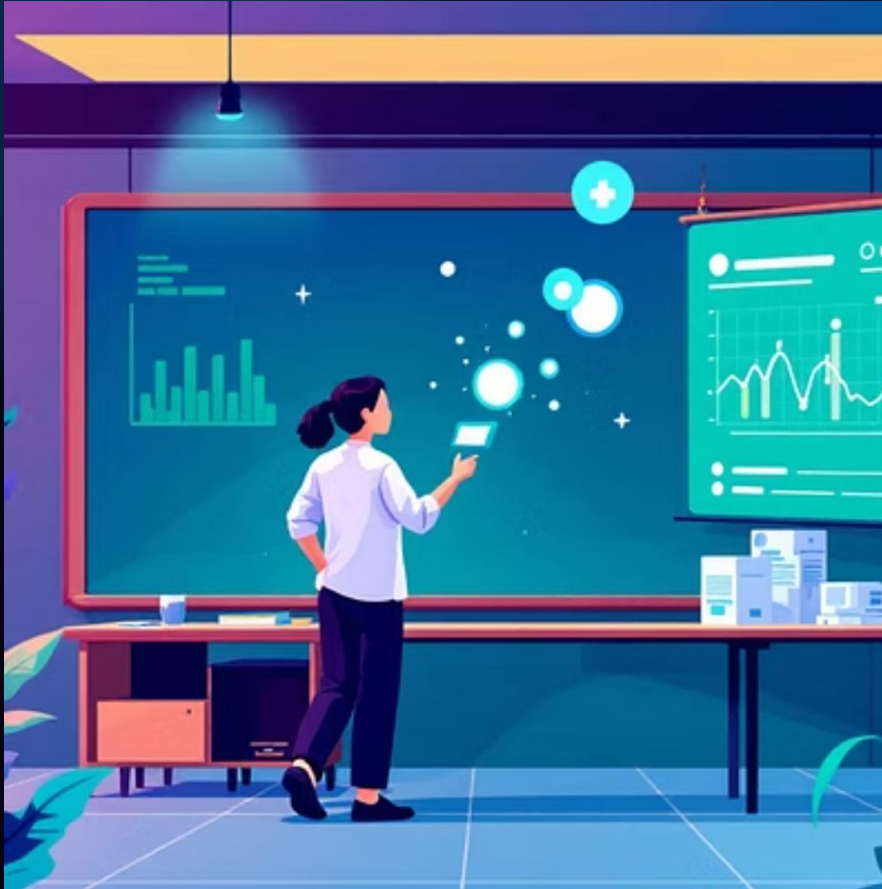
- Develop a simple, easy-to-access browser-based system.
- Strongly reinforce teamwork and positive peer support.
- Ensure robust data security and privacy compliance.

Who Are We Building for? Our Guild Members



The Students (Grades 5–8)

- Love games and instant gratification.
- Typically have short attention spans.
- Rely primarily on Chromebooks for school work.



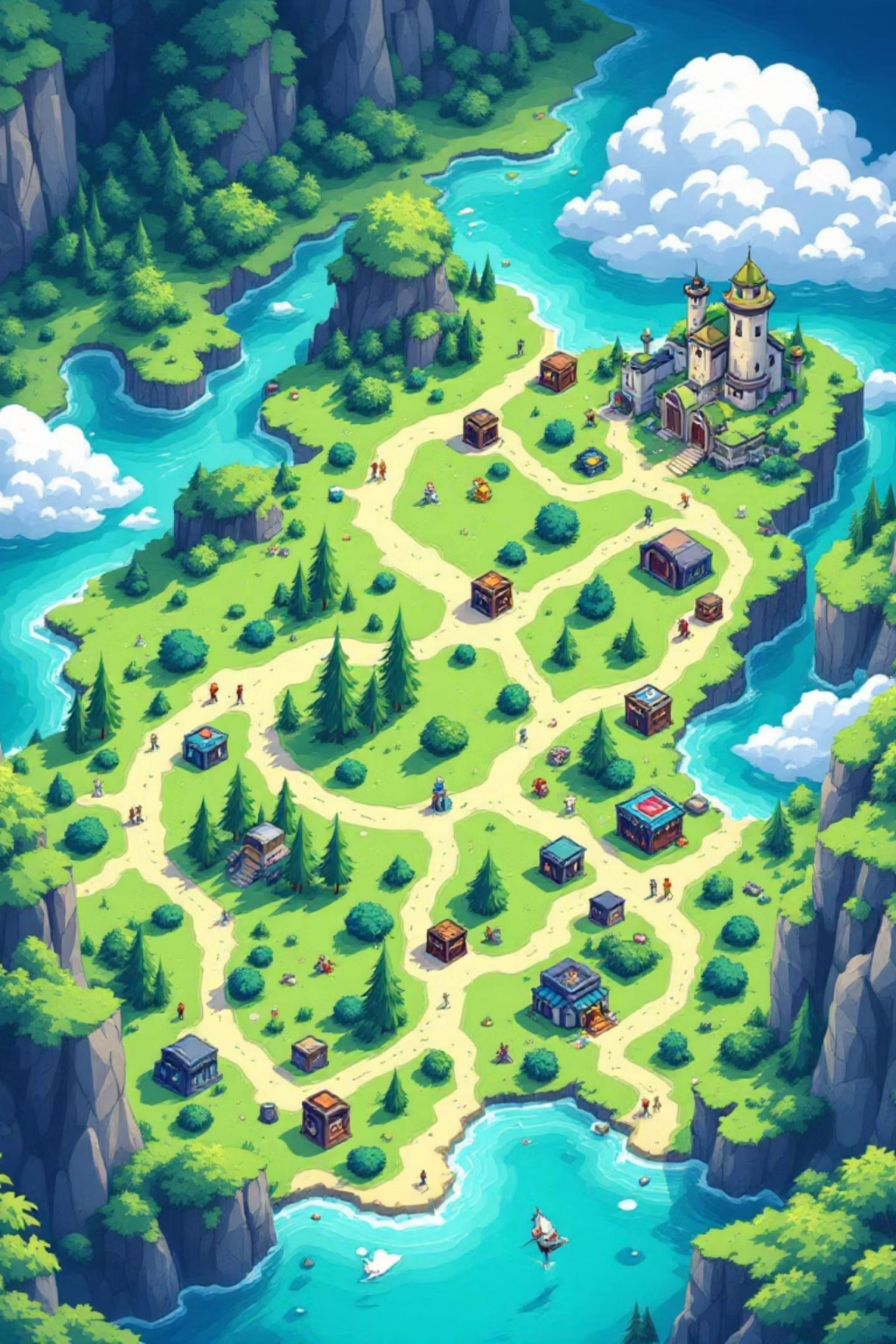
The Teachers

- Need automation for repetitive tasks.
- Require templates for quick lesson setup.
- Tools must enhance student engagement.



The Parents

- Seek high-level visibility into progress.
- Value transparency and results.
- Prefer insights over micromanagement tools.



The Minimal Viable Product (MVP): Our First Artifact

Core Features of the ClassQuest MVP

- **Secure Access:** Utilizing secure logins and unique classroom codes for enrollment.
- **Gamified Elements:** Custom avatars, guilds, collaborative quests, and engaging "boss battles" for assessments.
- **Progress System:** A motivating XP, Gold, and Hearts system for tracking effort and rewards.
- **Teacher Tools:** Intuitive dashboards, pre-built templates, and limited student leaderboards for competitive fun.

The Campaign Constraints



Tight Timeline: Complete development in just 8 months.



Small Team: Efficient execution with only three core developers.



Compliance: Strict adherence to privacy and accessibility standards.



Platform: Must ensure seamless and fast functionality on standard Chromebooks.

The ClassQuest Development Timeline



Tech Stack: The Tools of the Trade

React | **Tailwind** (Frontend) | **Node.js** & **Express** (API) | **MongoDB Atlas** (Database) | Cloud Hosting

Business Aware Design (BAD) Principles



The Core Benefit



Our primary mission is to re-ignite student engagement and foster critical collaboration skills.

Our Approach



We employ iterative prototyping combined with continuous, weekly feedback sessions with teachers.

Key Deliverables



A fully functional MVP, comprehensive training materials, and permanent demo accounts for evaluation.

Project Management Body of Knowledge (PMBOK)



Stakeholder Communication

Ensuring continuous and transparent feedback loops, particularly with primary contacts Brian & Kelly.



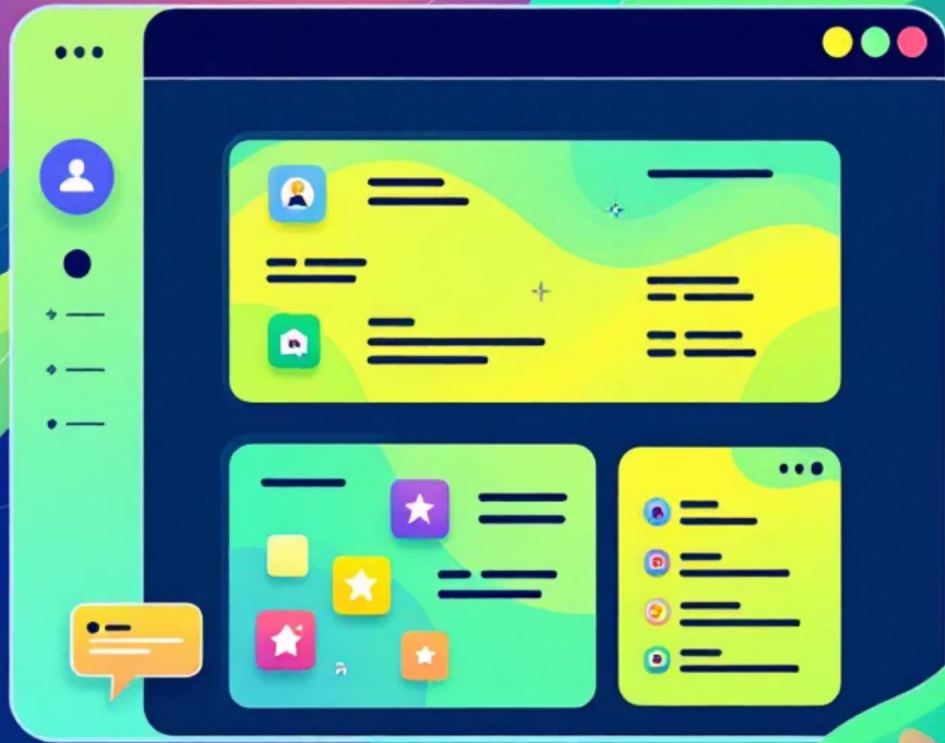
Scope Management

Vigilantly managing the project scope to prevent the debilitating effects of "feature creep" on the timeline.



Risk Control

Proactively identifying, tracking, and mitigating potential risks using a structured backlog and sprint system.



Our Stakeholders: The Council of Allies

Understanding the power and interest of our key partners is crucial for project success.

Primary Focus

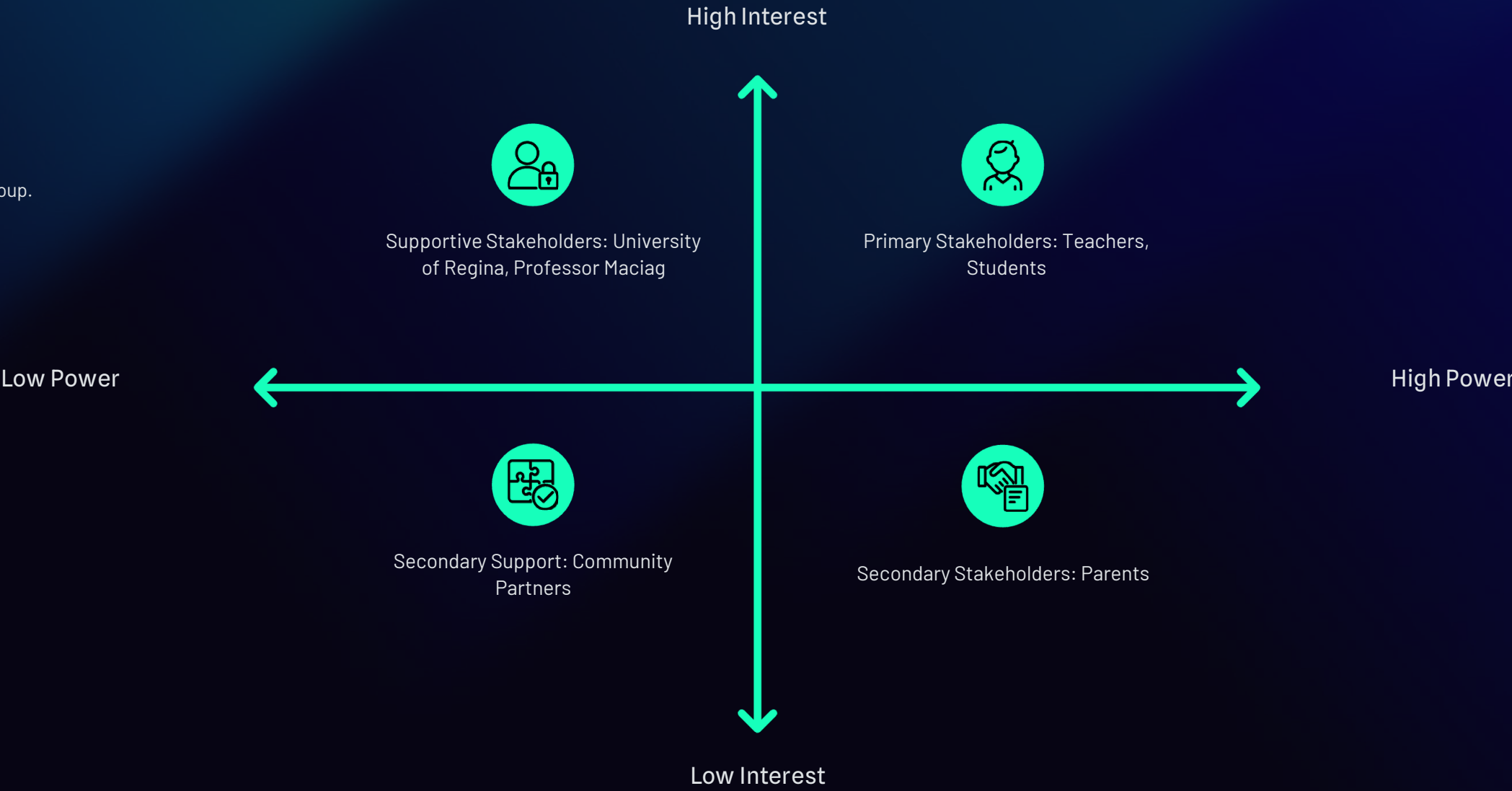
- Teachers
- Students (Our End Users)

We ensure maximum engagement and continuous feedback from this group.

Key Supporters

- Parents
- University of Regina / Prof. Maciag
- Community Partners

This group provides essential oversight, resources, and credibility.



Risks & Mitigation Strategies

Risk: Overloading Backlog

Too many features added mid-sprint can lead to critical delays in the overall timeline.

Mitigation: Agile Sprints

Implementing short, focused Agile sprints with fixed goals prevents scope inflation.

Risk: Technical Challenges

Unforeseen integration or platform compatibility issues could slow down the MVP's readiness.

Mitigation: Frequent Testing

Dedicated weekly testing periods on production environments, especially Chromebooks.

Risk: Feature Creep

New requests distracting from the core MVP functionality leading to loss of focus.

Mitigation: Clear Scope Reviews

Strict weekly reviews of the project charter and prioritizing must-have features.

Thank You

Team ClassQuest



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