

## PROJECT SCOPE STATEMENT

### Project Name

ClassQuest

### Project Deliverables

Project Planning	Establish project foundations through meetings with the client to gather requirements and expectations, completion of BAD (Benefits, Approach, Deliverables) cards, and execution of the research design process to understand user needs and educational context. Develop supporting documents such as the business case, stakeholder analysis, cost-benefit analysis, scope statement, and project schedule.
System Design	Design the overall structure of the platform, including system architecture, gameplay flow, database schema, and user interface layouts. Define how teachers, students, and game mechanics (boss battles, XP, rewards, and equipment) interact, supported by wireframes, diagrams, and technical specifications to guide development.
Art	Create all visual components for the platform, including base character designs, equipment sets, boss illustrations, and user interface elements.

### Project Exclusions

- Mobile Application Development (May be made after capstone)
- Multi-Language Support
- Full Curriculum Integrations
- AI driven insights