Document of Requirements:

₁)User stories:

User story	Needs	Persona
A teacher in an elementary ,school for a small class Tried to deliver a biology lesson on the human body But there was no cooperation from the students so she wanted to try in a different and experiential way that would make the students learn the material.	Transferring material to students of all ages who have difficulty learning in the normal way.	A teacher who wants to deliver an experiential lesson about the human body.
During the corona period when everyone was at home and the school routine went awry, A father of five is looking for a way to employ them at home on the one hand and on the other hand to be able to work from home. His children really like to play computer games, And the father prefers that these games be educational and not just a waste of time.	Children play on the phone for many hours, The desire that some of these hours be more significant.	Parents who want their child to play a game with added value
A university lecturer in a computer games course shows his students different games each week in order to understand you the broad field. The lecturer uses this game to show about educational games.	Passing an example of a classroom game for the purpose of understanding the styles of different games.	Lecturer in a computer games course Want to introduce students to a sample educational game

2)Usage scenarios:

A lecturer who enters the system, enters the system in order to learn what is happening in the game and pass it on,

The lecturer does not come in to play and enjoy the game usually, more to see important interests and how all kinds of features were implemented in the game.
A child who enters the system, sees in his face the animation and the open stages, he tries to move between the stages and experience a game experience as we aim for it.
A teacher who enters the system, enters in order to understand how the system works and mediate between it and the students who are supposed to use the system for learning.

Bottom line everyone sees the same system but each has a different purpose for which he enters so also looks at the system a little differently.
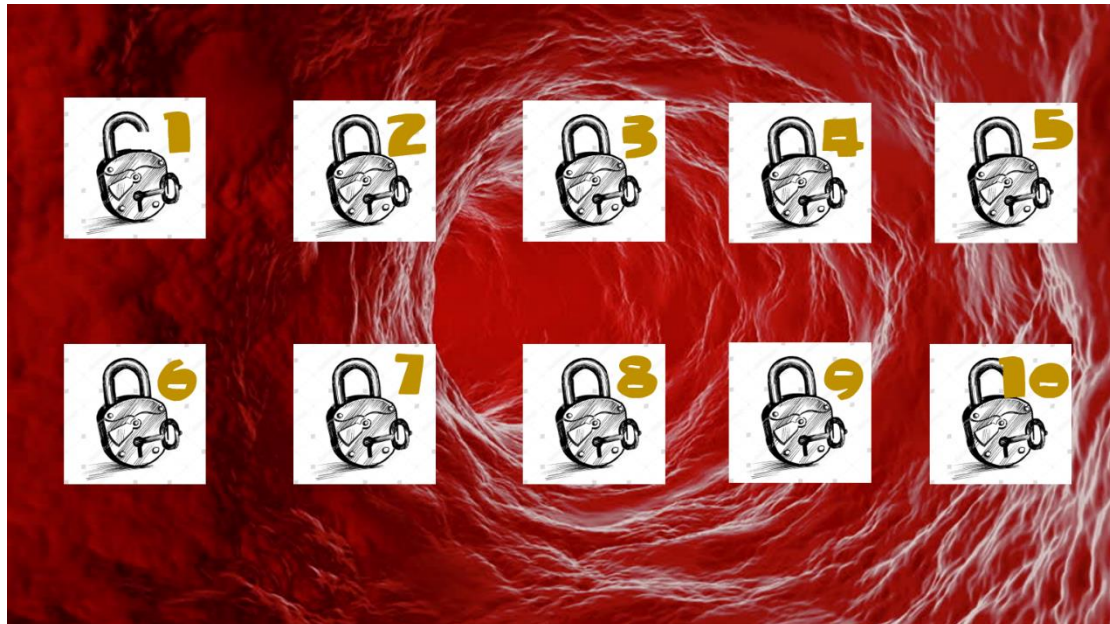Everyone who enters the system sees the steps, must go through each step in order to enter the next step,
At each stage he will see the bacteria, the stars he has accumulated, where he is in relation to where he needs to go.

3)Screenshots:

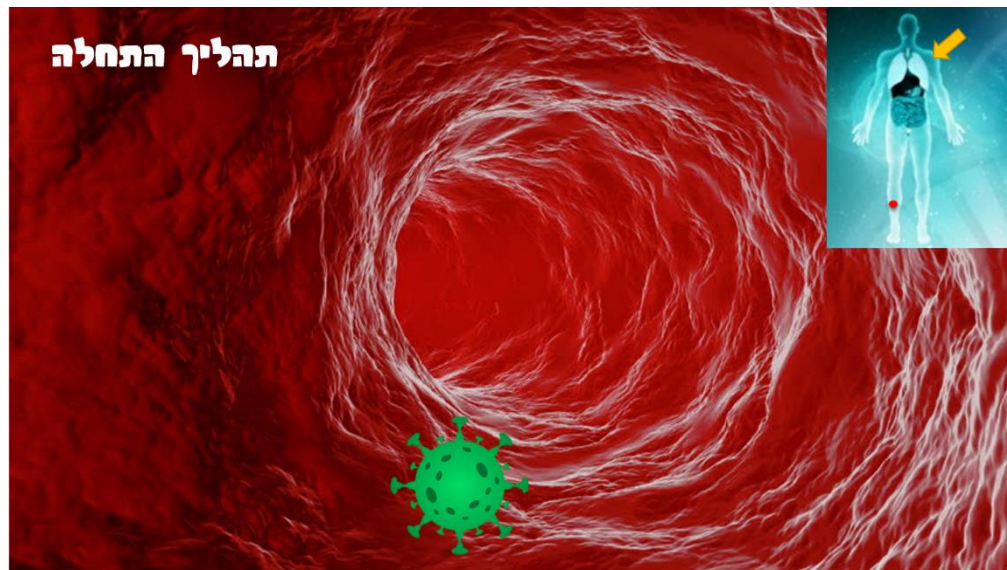The user enters and sees the open steps,
The stages that have already passed and the stages that are still closed:

The user at the beginning of the stage sees where he is in relation to the place he needs to reach,
Starts the stage in the warm-up, has not yet met enemies,
Knows for a few seconds the world in which he will play:

The player during the stage, meets the bad and good bacteria,
See how it has progressed in terms of location,
Be careful not to touch the bad bacteria,
And is in a different location from the starting point:
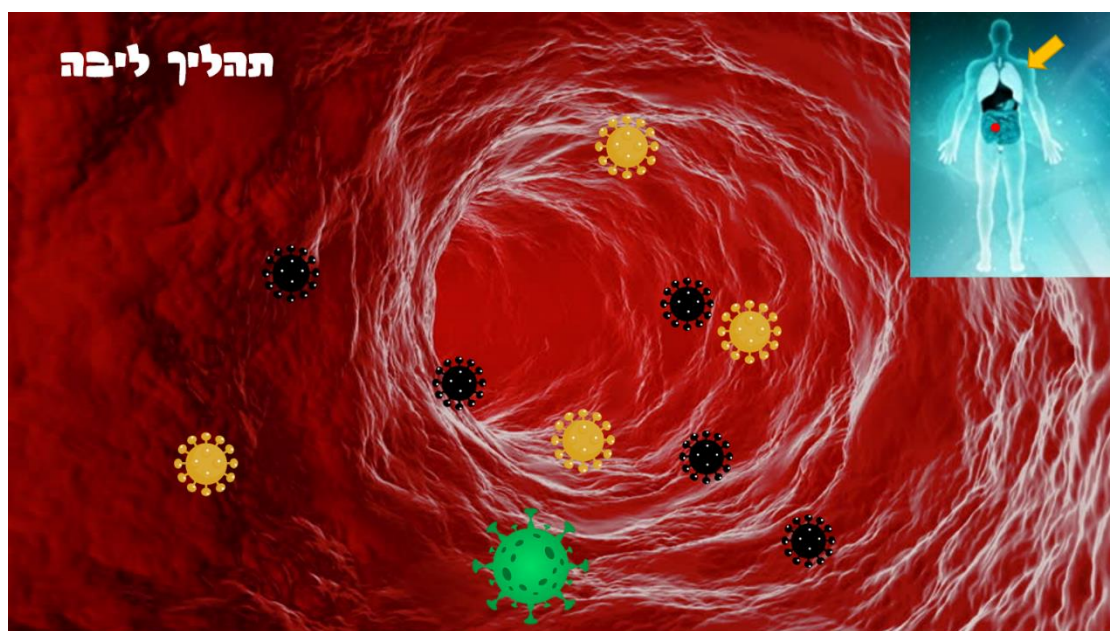
The player has collected the defender and is currently immune from enemies for a few seconds, you can see that the bad bacterium even when the player touches it - does not disqualify the player:
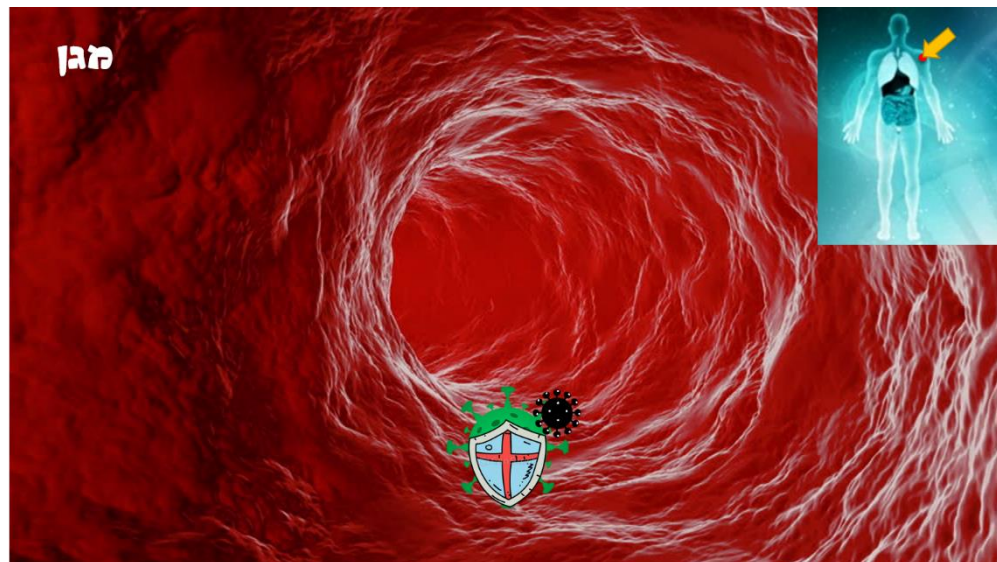
The player has reached the end of the stage - the organ that needs to be healed,
Already seeing the end points, however one should still be careful not to meet the bad
bacteria, in order not to be disqualified a second before the end:
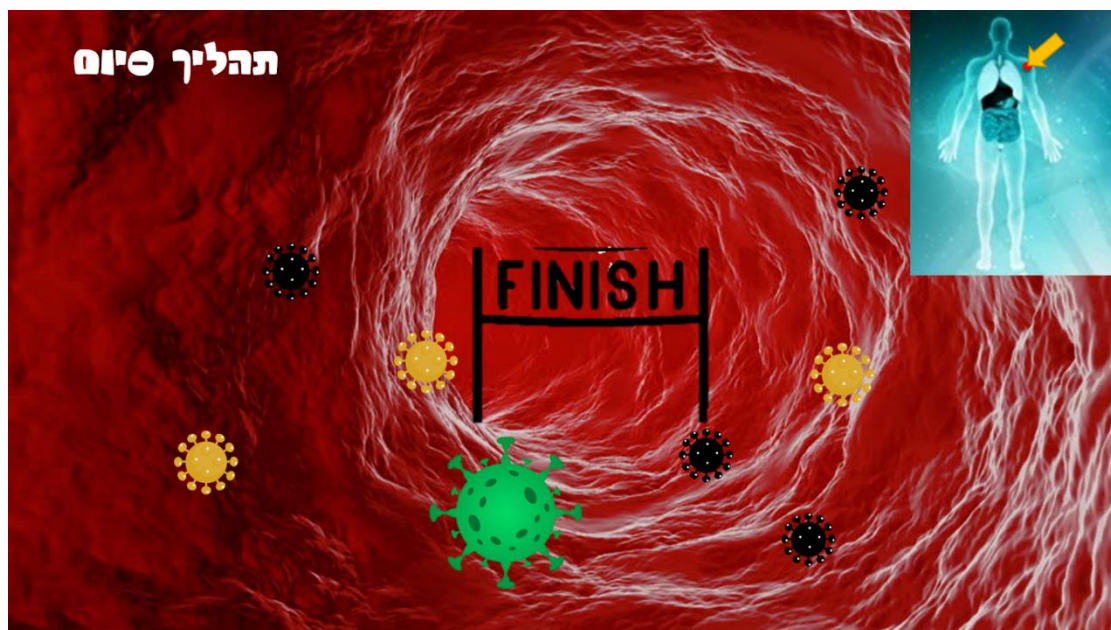
The screen that the player sees when he has completed the stage, receives an update,
In this case for example the player finished the stage with 3 stars - the best level of success

that can be achieved for each stage:
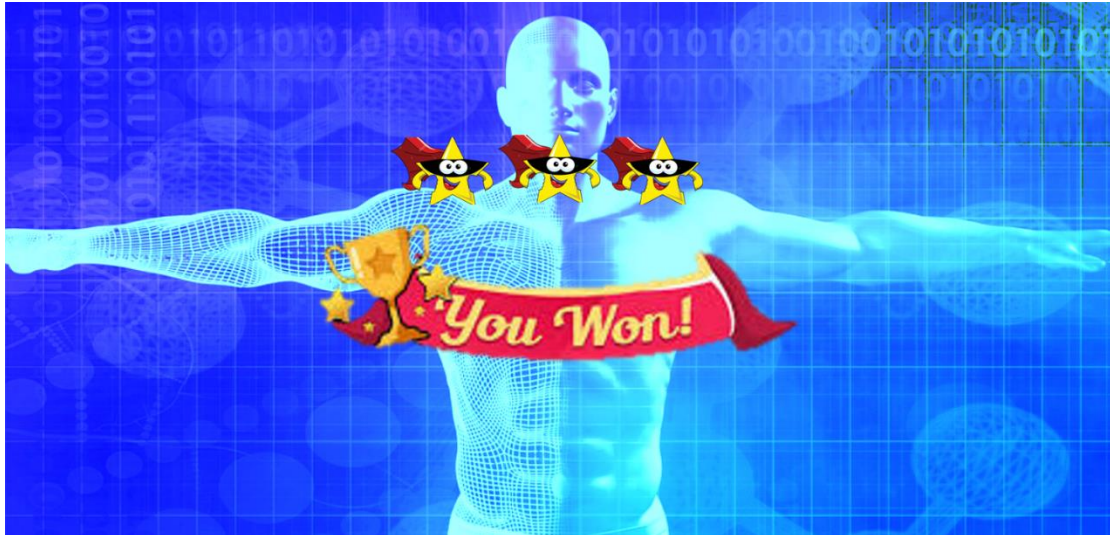
After this screen, the stage screen will open for the player and now another level is open for him.

◾)Internal actions:

The user selects a level-

Behind the scenes, the system opens up to him the required scene.

After player moves by keyboard-
The system checks whether it has damaged a bad bacterium, whether it collects good bacteria, whether it gets stuck in the walls of the vein / arteries.
Each injury has a different meaning for the system,
There is a function that calculates how many points the player has accumulated,
There is a function that calculates how much life is left for the player,
There is a function on how to keep the player within the game limits.

While taking shield-

There is a function that calculates how much time is left to protect the player,
There is a function that eliminates the possibility of damaging the player's life during a collision,
There is a command in the function that causes the shield to disappear.

When the player reaches the end of the stage-

There is a function that moves the player to the victory screen and from there to the stage screen.

When the player is disqualified-

There is a function that returns the palyer to the beginning of the level.