1. Overview

This skill will consist of a trivia game in which the subject of Orientation and mobility (O&M) will be the focus.

* Use Cases: {(Start, Out of Game), (Resume, Out of Game), (Start, Main Menu), (Resume, Main Menu), (Quit, Main Menu), (Suspend, In Game), (Quit, In Game)}
* Functions:

Start(parameters) – Starts a new game, the parameters will determine number of players and difficulty.

Resume() – Resumes a previously suspended game. There can only 1 suspended game at a time.

Suspend() – Suspends the current game. Will be able to resume with scores and other data intact.

Quit() – Will quit the game. From in a game this will go to the main menu. From the main menu this will completely leave the game.

* Triggers: Vocal Commands

Start – transitions from either ‘Out of Game’ state or ‘Main Menu’ state to ‘In Game’ state.

Resume – transitions from either ‘Out of Game’ state or ‘Main Menu’ state to ‘In Game’ state.

Suspend – transitions from ‘In Game’ state to ‘Main Menu’ state.

Quit – transitions from ‘In Game’ state to ‘Main Menu’ state or from ‘Main Menu’ state to ‘Out of Game’ state.

* Data Stores: Game data will be stored as JSON objects in a NoSQL database.
* Data Flows: The game data will move from the game to the database via the suspend function, or from the database to the game via the resume function.
* Data Elements: Within the JSON objects, the following will be stored: number of players, difficulty, scores, total number of questions, and total number of questions asked.
* Processors:

Users: the people using this Alexa skill.

Terminal: The Alexa device.

Server: The Amazon servers that process the Alexa skills.

* Data Storage: Data will be stored in a NoSQL database.
* Data Connections: Data is connected via Wi-Fi.
* Actors/External Entities: Amazon Lambda Services – this processes the functions.