**Agreement Form: Project Deliverables**

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| --- | --- |
| **Group Name, Names of Team Members, and Program** | **EH11 – Byte Club**  **Team Members – Snow White, Julie Whyte, Jack Tully, Joshua Wilkins, and Harvey Williams** |
| **Subject specialist’s Name (Client)** | **Xander Purvis** |
| **The deliverables listed below will be submitted by the team by the due date.** | |
| **Part A deliverables** | **To be agreed by program specialist and team, for example:**   * Appropriately commented website/source code * Database * Database Creation Code * Investigation report * GitHub Repository * GDPR Policy * Presentation |
|  | * Requirements Specification, signed off by the program specialist (see overleaf) * Testing Log * Evaluation of project |
| **Subject specialist’s (Client) signature** |  |
| **Team members’ signatures** | **Snow White**  **Julie Whyte**  **Joshua Wilkins**  **Harvey Williams**  **Michael Wilde** |

**Agreement Form: Requirements**

Group Name: Byte Club

Team members (print): Snow White, Julie Whyte, Jack Tully, Joshua Wilkins, Harvey Williams, and Michael Wilde

Project Title: Abertay App Challenge

Please refer to the attached documentation for full details of the project. The requirements are listed in Table 1. The signatures below indicate that the requirements for this project have been agreed by the project stakeholders.

Any changes to the project documentation should be made using the correct change authorization procedure agreed with the program specialist.

Table 1

|  |  |
| --- | --- |
| **ID** | **List of Agreed Requirements (fill in)** |
| 1.  2.  3.  4  5.  6.  7.  8.  9. | The app or website should contain at least two challenges/games.  The first should present the user with a coding problem and allow the user to input their solution. The second should present the user with a cybersecurity scenario or question and allow the user to input their answer.  Once the user has submitted their answers, they should be informed whether their answer was current or not, and how many students got the answer. Correct inputs should result in the user earning points and possibly badges.  To ensure the life span of the app/website the daily challenges should be stored in the app/website/database with two new challenges being revealed to the users at the start of the day.  Admins should be able to add as many new daily challenges as they wish at any time.  To determine if interactions with the app positively impact students, there may be a method for data to be collected that measures student interaction.  Users should be able to register to the app with their username, student number, and password, and all challenges should be tagged by the admins who submit them so that the difficulty of the challenges can be tracked.  The app/website can utilise Abertay’s branding  The app/website should capture sufficient data to be able to ascertain whether students interacting with it are indeed building confidence and skills over time. |

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| **Stakeholders** | **Signatures** | **Date** |
| Team members | Snow White  Julie Whyte  Joshua Wilkins  Harvey Williams  Michael Wilde  Jack Tully | 03/02/2025  03/02/2025  03/02/2025  03/02/2025  03/02/2025  03/02/2025 |
| Subject Specialist |  |  |
| Client (if applicable) |  |  |