Requirement analysis

Programming based:

Subject	Requirement level	Reason
Game name	**Essential**	**Everything must have a name**
Colour scheme	**Important**	**Helps interface look clean and consistent**
Logo	**Useful**	**Makes our game identifiable**
Location tracking	**Essential**	**Core feature of the game**
Database(s)	**Essential**	**Needed for game to work as desired**
Points system	**Essential**	**Required to develop an incentive to play**
Admin log in	**Essential**	**Required to set up quizzes**
Open camera option	**Important**	**Required feature if plans around quests are achieved**
A website	**Essential**	**In the spec, and our app needs one to work**
Log in system	**Essential**	**Let's users have their progress saved**
Sign up with google	**Important**	**A way of verifying if the user attends the university**
Interactive interface	**Essential**	**Let's the user navigate through the screens**
White box Testing	**Essential**	**In spec and helps development by a way of reviewing our current code**
Black box Testing	**Useful**	**Will help highlight any flaws in the code the developing group didn't find**

Change username system	**Useful**	**Users may like to change their username**
Using the cloud	**Essential**	**In spec**
Quizzes	**Important**	**Part of the initial pitch of the game**
Different styles of quiz	**Useful**	**Offers more variation in the app and makes it more interesting**
Player Leaderboard	**Important**	**Promotes the competitive element to the game**
A clear font	**Useful**	**Helps cater to users with poor eyesight and makes interface more attractive**

Documentation based:

Subject	Requirement level	Reason
Eula	**Essential**	**Safeguards**
Privacy policy	**Essential**	**Safeguards**
T&C's	**Essential**	**Safeguards**
Acceptable use policy	**Essential**	**Safeguards**
Kanban board	**Essential**	**In spec**
Introduction	**Important**	**Provides user on background knowledge of the task**
Initial plans	**Important**	**Gives the reader an idea of how plans developed or changed**
How to use Guide	**Essential**	**Tells the User how to play our game as intended**

Wireframe designs	**Useful**	**Shows our starting point and how ideas evolved**
UML diagram	**Useful**	**Users might be interested in the structure used**
Development log	**Important**	**Shows how our project was formed over time and how things and ideas changed**
Testing Log	**Important**	**Shows testing process and any problems we ran into and then overcame**
User requirements	**Important**	**Lets the user know what is required to use our app**
Meeting Log	**Essential**	**In spec**
App Limitations	**Useful**	**Lets the user know what our App can and cannot do**
Conclusion/In the future	**Essential**	**In spec**