1. Customer Statement of Requirements

**1.1 Problem Statement**

I am a middle-aged woman from Belfast with two children aged six and four. They have started primary school recently and are getting along well, however, at home they spend a lot of time playing on their tablet and I am worried that this could be distracting them from their homework. I believe that if they were spending time on a fun-but-educational application while using their tablet it would benefit them in school, motivate them and may make it easier for them while doing their homework.

This application should be aimed at children who are old enough to operate a tablet or smartphone but still learning basic maths and English skills in primary school. It should quiz children on subject-specific areas reflecting what they would be learning in school at their age. Therefore, the quizzes should be divided into different difficulties recommended based on age.

A simple scoring system for each quiz would be suitable for the children to understand which questions they got correct and which they got incorrect. Also, there should be a timer on each question to prevent them from simply going off and looking up the answer. Score bonuses for answering questions correctly in less time may also encouraging and motivating for the children. Based on their high scores per level they may be awarded bronze, silver or gold medals as a way of rewarding them and encouraging them to gain higher scores which in turn will educate them.

**1.2 Glossary of Terms**

*List important terms and their definitions to ensure consistency and avoid ambiguity in the system specification. Use the language of the application domain and avoid uncommon terms or define these as well.*

*It is helpful to illustrate the complex terms by providing images and graphics to help reader’s understanding.*

*Another option is to provide web links where to find more complete definitions of your terms.*