

Requirements document

Team Penguin

(This is a numbered list of user stories that are the features of the system to be implemented. Each user story is an operation that a user can perform on/with the system. For each user story, provide a fairly detailed description so you know what to build and so you can build a test case to demonstrate that your system provides that feature. For each user story, you will identify (during release planning) the release in which it will be implemented: R1, R2, or R3 and assign a number of story points based on your estimate of the time that will be required to implement. Typically, your system will have 10–20 features.)

#	User story name	Description	Release	Points
1	Log in	Users should be able to log in, or create a student or teacher account, so they properly track their progress or track the progress of students.	R1	5
2	Select game modes	Users(students) can choose different game modes by clicking buttons, and go to endless mode or timed mode.	R1	5
3	Manage questions	Users (teachers) will be able to edit the list of questions, including adding and removing questions from the list.	R2	8
4	Review students' grade	For teachers, they can review students' grades. And teachers can search students' names in a search bar to review a specific student's grade. The grade will show the last 5 exercises the student has done, and their performance. And it will show the average correct rate for this student.	R3	5
5	Application navigation	The user should easily navigate from the home screen to different screens, such as games modes, account progress, and for teachers students progress, and manage questions. And there is a quit button for each page so users can click on that to go back to the last page.	R1	3

6	Playable game	Users should have access to both game modes, and be able to play the game.	R3	8
7	Log off	Users should log off the game by clicking “Log off” on the home page.	R1	2
8	Feedback	Users (students) will get instant feedback about whether their answer was right or wrong, and what the correct answer was.	R2	2
9	Multiple choice	Students should choose the correct answer among “ABCD” by clicking the choice.	R2	5
10	Fill the blank	Students should answer the blank question by typing the answer inside the blank, and after they finish, they should click the “ done” button to go to the next question.	R2	8