

JavaScript Games For The Intervention System 4/25/2019 Megan Solomon Nick Bobich Anderjs Tomsons			
Stories	Risk	Time	Complete %
The goal is to create multiple games for 6 th grade students that are still struggling with 5 th grade math skills. The games are going to be based off the State Standards list that is provided.	medium	N/A	10%
If the student is confused or not performing well in the game, there should be help provided in the form of an explanation. If the student gets something wrong, the game should help them see why they got it wrong, so they can improve the next time.	low	N/A	
After the student plays the game for an adequate amount of time, there will be a quiz after that will help us determine whether the student improved that math skill or not. The quiz should also have hints and offer help if the student is confused at all and at the end, give a score and tell the student why they got questions wrong if necessary.	low	N/A	10%
Once the student is done playing the game and finishes the quiz. The score from the quiz will be recorded along with time it took him to do this activity overall. This will be put into the database and possibly evaluated to see if there was enough improvement to increase his proficiency rating.	low	N/A	
We want to select a framework that will allow us to build games that run in Chrome. It needs to run right in the browser with no need for a game server so that it can be easily added to the overall Intervention System.	medium	N/A	25%
The games should be able to run on Chrome across multiple devices. Laptops and tablets are the primary targets. We should consider an offline option for students that do not have internet	low	N/A	25%
We should investigate supporting the games on mobile devices powered by Android and iOS. The games will still run in the Chrome browser. More testing will be necessary to see if this is possible.	medium	N/A	