Problem

Requirements

Functional

Non-Functional

Predict expected performance

Incentivize user

Involve user with the larger community

Accessing Historic Game Data

Accessing/Collecting Current Game Data

Make a game overlay

Persistent data storage

Prompt the user/display information to user

Prompt the user/display information to user

Estimate how much should be played

Quickly collect data

Concurrent data access from multiple users

Fast read write to storage

Predict accurately