**Spring 2020 Project Requirements**

**Functional Requirements**

* The system should provide the user with a game that enforces healthy lifestyle choices
* The system should be able to work on mobile devices as a priority and eventually will work on all devices
* Upon start up the user should be greeted with a welcome screen
* The user shall be able to login to the system
* The system shall keep track of performance records for students playing the game
* The system shall have instructions on how to play the game
* The student shall be able to select whether they want to play single player, teams, or versus another player
* The student shall be able to select between various topics of the game such as fitness, medical, health/nutrition, etc.
* The game shall base the questions that it generates on the topic selected by the user
* The game should send notifications as reminders to finish a “course”
* Every topic shall be allocated a unique identifier
* Updates should be done frequent if issues occur
* The game should be entertaining yet educational
* The system should show the time, battery life, and wifi/cellular signal on the top of the screen
* Loading screens should provide tips and tricks for the user
* System should provide a quick search bar for topics the game offers
* The system should allow for advertising on the page from appropriate venues
* The system should allow for donations from appropriate venues via a donation tab that allows the organization to enter how much they'd like to donate
* Donations should be documented and stored in system records through a database
* Parents/Guardians should have a way to monitor their child’s progress in the educational games
* Parents/Guardians should not be able to change students course, only view
* The system should allow appropriate government officials to contribute input via a suggestion tab that allows them to type suggestions for topics and such, then submit them to the website
* The system should allow teachers to monitor all of their students’ scores
* The system should allow teachers to provide feedback on a specific student’s performance
* The system should award the student with certificates for completing certain check points
* The system should log out the user upon exiting the site

**Non-Functional Requirements**

**Product Requirements**

* Performance Requirement - Fast response time for user //I don’t know what else to say about this
* Space Requirement - The system will take little to no space since it is web based
* Usability Requirement - User should be able to use the website with a basic internet connection
* Ease of Use - The system should provide a number of help options for different functionalities of the system
* Portability Requirement - A large number of devices will be able to use the system at once

**Organizational Requirements**

* Delivery Requirement - Entire functioning prototype will be delivered by expected due date
* Implementation Requirement - The system will be integrated into a website directly affiliated with HTHL

**External Requirements**

* Security Requirement - The system shall not share any private information about the user except to the parties involved in their performance
* Privacy Requirement - The system shall include privacy terms that let the user know what you should and shouldn’t be doing on your account
* Ethical Requirement - The system shall not use any user’s information for anything besides the described uses of the application

**Constraints**

**Design Constraints:**

* Platform - Mobile Devices and potentially website use
* Technology - Languages, database, licenses
  + // have to decide what we are using

**Commercial Constraints:**

* Development Process - We will be implementing the SDLC model
* Cost is TBD but attempting to be $0
* Delivery Date - On or before April 28, 2020