

Multiplayer Game-based Learning System (MGLS)

1	Name of the Project	<<To be Decided>>
2	Objective/ Vision	To create a highly intuitive and interactive massively multiplayer online game (MMOG/ MMO)-based learning system
3	Users of the System	All Internet users
4	Functional Requirements	<p>The system should support both single player and multiplayer games</p> <p>The system should support both auto-generation and manual generation of questions</p> <p>The system should be able to recommend games to players based on previous activities of players and trending games</p> <p>The system should report available game and player metrics</p> <p>The system should broadcast near real time data on games</p>
	Non-functional requirements	<p>Key Characteristics</p> <p>Learning through the system should be fun</p> <p>Learning through the system should be easy, but hard to master</p> <p>The system should:</p> <ol style="list-style-type: none"> 1. Be accessible from any location with access to the Internet. 2. Be Progressive Web Application (PWA) that could be launched from mobile devices 3. Be responsive to display consistently across multiple device screens. 4. Be intuitive that can be operated by novice-expert Internet users. 5. Be highly scalable with the ability to scale up and down based on number of players using the system 6. Support continuous rollout of new games and features without affecting availability 7. Allow a player to continue from the state of the game in case of network or any similar outages. 8. Take into account network latency to ensure it does not disrupt gaming experience 9. Allow adding new and updating existing parts without impacting other parts of the system. <p>The communication between different parts of the system should be asynchronous event driven.</p>
6	Tools and Technologies	As per system requirements

