

Meet with the project stakeholders and collect initial information of the partner's needs, and create an initial description of what is the nature of the problem that need solving. What are the major functions, and and what information needs to be managed.

Information about the organization

- We will be building a learning game for grade 5 kids at Wiggin Street Elementary School by meeting the students most Wednesdays at around 2:15 PM. Additional information about the school can be found [here](#).

List of people you met with

- Principal (Christy)
- Director of Technology (Matt)
- Computer/library teacher (Mrs. Stetler)
- Students

A list of the stakeholders

- Students who will be playing the game
- Computer/library teacher (Mrs. Stetler) who will help supervise the students playing the game
- Principal (Christy) & Director of Technology (Matt)
- Fifth grade teachers (we are trying to help students learn their curricula)

An overview of the goals of the project

- Help students learn content from some of their classes and prepare for standardized tests in a fun way
- Involve students in the process of designing and creating a game
- Test and enhance our own software development as well as interpersonal skills.

A description of major functions and important project attributes

- It will be an asynchronous online game.
- Students will be able to log in so their cumulative points are saved. There will be a leaderboard showing the top scorers for the day, week, and all time. There will be a point system that depends on problem solving performance and a bit of randomness.
- There will be various problems to solve to help students learn content they need for standardized exams and classes. Most of these will be math problems with random numbers for reusability. They will be multiple choice or number-insert, no free response.
- There may be a "duel" option where you can challenge another player to compete with you on a more difficult problem. This creates competition among the students, thus raising the "stakes" and hopefully engaging the students more.

A description of the data being stored and processed

- Problems to solve
 - Routine multiple choice problems
 - Difficult, more involved problems (for duels or or bonus points)
- Points held by each player (Leaderboard)
- Usernames and passwords for logins
- Problems and words a player has already solved (?)

Turn in a link to the files on Github:
All notes from meetings
The project proposal