**Take a Test**

**50 Level Product Requirements**

# 1. UI Modes

[Requirement] The product will consist of four user interface (UI) modes:

1. Flash Card (Question & Answer)
2. Game (Jeopardy Style)
3. Quiz (Multiple Choice Answers)
4. Time Test (Certification)

[Requirement] The product will be designed as a single page application (SPA) using a model view controller (MVC) design.

1. The user sees only a single web page address.
2. Each UI mode (View) will be rendered exclusively on the page (only one UI mode is rendered at a time).

[Requirement] The product will be designed using web responsive controls and style sheets to smoothly and aesthetically render on PC, tablet or phone screen.

# 2. Flash Card

This UI mode operates as a question and answer section.

1. [Requirement] User selects a category
2. [Requirement] User selects a level of difficulty
3. [Requirement] A set random questions are loaded
4. [Requirement] One question at a time is displayed in flash card format.
5. [Requirement] User can flip the card to see the answer
6. [Requirement] User can self score
7. [Requirement] User can rate the question (quality / difficulty)
8. [Requirement] User can flag the question
9. [Requirement] After last flash card, a score is shown.

Pick Category:

Question

Flip for Answer

Score:

# 3. Game

This UI mode operates in a gaming mode where the answer is shown and the user guesses the question.

1. [Requirement] User selects a category
2. [Requirement] A set random questions are loaded
3. [Requirement] One answer at a time is displayed in flash card format.
4. [Requirement] User can flip the card to see the question
5. [Requirement] User can self score
6. [Requirement] User can rate the answer (quality / difficulty)
7. [Requirement] User can flag the answer
8. [Requirement] if user scores as pass, selects more difficult answer; otherwise less difficult answer.
9. [Requirement] After last flash card, a skill ranking is shown against other players.

Pick Category:

Answer

Flip for Question

Player Ranking:

# 4. Quiz

This UI mode operates in a quiz mode where the user is shown questions with multiple choice answers.

1. [Requirement] User selects a category
2. [Requirement] A user is shown a question and multiple choices for answers.
3. [Requirement] A user selects an answer.
4. [Requirement] User can rate the question (quality / difficulty)
5. [Requirement] User can flag the answer
6. [Requirement] If answer is correct, next question is same or greater level of difficulty.
7. [Requirement] If answer is incorrect, next question is same or lessor level of difficulty.
8. [Requirement] After last question, a proficiency rating is shown.

Pick Category:

Question:

Answer 1

Answer 2

Answer 3

Answer 4

Proficiency Rating:

# 5. Time Test

This UI mode operates in a timed quiz mode where the user is shown questions with multiple choice answers.

1. [Requirement] User selects a category
2. [Requirement] A user is shown a question and multiple choices for answers.
3. [Requirement] A user selects an answer.
4. [Requirement] User can rate the question (quality / difficulty)
5. [Requirement] User can flag the answer
6. [Requirement] If answer is correct, next question is same or greater level of difficulty.
7. [Requirement] If answer is incorrect, next question is same or lessor level of difficulty.
8. [Requirement] If time expires, quiz ends.
9. [Requirement] After last question or time expired, a proficiency rating is shown.

Pick Category:

Remaining Time: 00:00

Question:

Answer 1

Answer 2

Answer 3

Answer 4

Proficiency Rating: