

Create Account Page Must Follow Sign Up Process

- Screen 1 - Request user email (Needs to be fully functional in this milestone). Privacy policy link doesn't need to work yet, that will come later.
- Next screen - request user's age - if they are less than 13 years old they can't play.
- Next screen - request first name. (Not needed for this milestone, but In milestone 1 - Name must be blocked if it contains bad words or inappropriate words).
- Next screen - request last name. (Not needed for this milestone, but In milestone 1 - Name must be blocked if it contains bad words or inappropriate words).
- Next screen - Request gender "boy or girl", or "non-binary". (Not needed for this milestone, but In milestone 1 - If someone selects "non-binary", all descriptions that say "a boy or a girl in the xxxth grade" become "someone in the xxxth grade" (only UI needed for this milestone, not fully functional).
- Next screen - select user's school grade (9th grade, 10th grade, 11th grade, 12th grade, or not in high school).
- Next screen - ask for location permissions (Not needed for this milestone, but in milestone 1, user location will be needed).
- Next screen - school selection. (only UI needed for this milestone, not fully functional).
- Next screen - request phone number.
- Next screen - request access to the users contacts. (only UI needed for this, not fully functional until milestone 1).
- Next screen - ask users to select which contacts they have in their phone that go to their school they want to answer questions about. (UI only needed here, not fully functional until milestone 1).
- Next screen - take user's username. (Needs to be fully functional for this milestone).
- Next screen - take user's password. (Needs to be fully functional for this milestone).
- Make a screen that says "finished, please verify email" (not shown in figma). User must go to their email and click on link. Now app screen will say "success"

B. Milestone 1 and Requirements:

Upon completion of this milestone, all app functions pre-subscription are functioning.

App functions defined below are functional on apple developer account through testflight to be tested on IOS devices.

App functions defined below are functional on google developer account for test on android devices.

Admin panel is fully functional for uploading questions, replies, and schools, both to Spanish and English toggled players.

Create Account Page Requirements

- Screen 1 - Request user email. Privacy policy link now leads to real privacy policy. Please propose privacy policy, or DJT Alpha LLC will draft one.
- Next screen - request user's age - if they are less than 13 years old they can't play.
- Next screen - request first name. Name must be blocked if it contains bad words or inappropriate words.
- Next screen - request last name. Name must be blocked if it contains bad words or inappropriate words.
- Next screen - Request gender "boy or girl", or "non-binary". If someone selects "non-binary", all descriptions that say "a boy or a girl in the xxxth grade" become "someone in the xxxth grade"
- Next screen - select user's school grade (9th grade, 10th grade, 11th grade, 12th grade, or not in high school). If "not in high school" is selected, the user can make their own "school" and invite friends via a key code/ password. They can also invite friends by adding their username as a friend in the game. The number of questions asked will vary based on the number of users they have in their "school" (details below).
- Next screen - ask for location permissions. Location now fully functional for school selection page.
- Next screen - school selection (see below).
- Next screen - request phone number.
- Next screen - request access to the users contacts (now fully functional). These contacts will be prioritized as answers in the game. If the user doesn't select any contacts, all contacts will be used with equal priority. If there are other users in the same school, these user's are prioritized over all contacts as answers in the game.
- Next screen - ask users to select which contacts they have in their phone that go to their school they want to answer questions about. (Now fully functional).
- Next screen - take user's username. (Needs to be fully functional for this milestone).
- Next screen - take user's password. (Needs to be fully functional for this milestone).
- Now, instead of moving to the "verify email" screen, the user will go to the waiting room (see below). When they press the play button, They will be asked to verify email before they can play the game.

Log In Page Requirements

- Email and password fully functional with data acquired at create account page. Logs in to waiting room page (see below).

School Selection Page Requirements

- Case sensitivity for searching must be off.
- If user tries to select a school name that is farther than 30 miles from their current location, they can't select it and a note saying "you are too far away from this school" is shown on the screen until the user selects another school.
- As a school name is typed into the search bar, the search bar must fill with recommended school names (can be in line with the search bar or as a dropdown). Example shown here:

Waiting Room Requirements

- When the user has closed the app without logging out and then reopens it, this is the page that the user will return to when the app opens again.
- When the timer has run out, a notification must be sent to the user's notifications on their phone front screen.
- At the bottom, in the navigation bar on the right side place a small person icon to access the user's profile page. On the bottom left, a custom icon will be provided by DJT Alpha LLC to access the user's "Your Caps" page.
- Play Game Button must be grayed out until the timer has reached zero. Custom button active image and grayed out image to be provided by DJT Alpha LLC. Users can invite a friend to play the game earlier. If they do this, they will play the "paid game mode" game that happens once every 30 minutes for paid users. Paid users no longer have the "invite a friend" button.
- Button will have a "depressed state" in the form of an image provided by DJT Alpha LLC when pressed. Button will have a sound when pressed while grayed out that sounds like a muted thump. Button will have a sound when pressed while active that sounds like change rattling in someone's pocket.
- At the top of the waiting page for the school, the name of the users with the most positive answers about them will be displayed as the "leaders" of the school.
- Waiting room start button will be artistic, tactile, and make sound provided by DJT Alpha LLC. User settings page will have options to turn this off. All other buttons besides waiting room start button and gameplay button will not make sounds, but will be normal colorful and artistic as per the game's color scheme.

- Create Game page with Questions Logic.

Game Page Requirements

- Answer's are filled by people's names 1. Primary variable used to fill answers: Other users within the same school. 2. Secondary variable used to fill answers: Contacts that the user has chosen that they want to play with. 3. Tertiary variable used to fill answers: Any remaining contacts in the user's phone. If a user is not selected often, their name will be prioritized as an answer. Those names who are selected frequently are deprioritized as answers in the list, unless they are a paying user. There will be 3 arrays of answers - first array will be users in the same school, second array will be contacts the user has chosen (who are not yet users), and third array will be contacts the player has not chosen. The first array is pulled first, and if there aren't enough users, then the second array is pulled, then the third. Once an answer has been chosen, it is placed in a "used answers" array. Then at the end of the game a randomizer is used to put them back into

their original array but in a random location. Example - If there are 20 users at the school, and the player has chosen 10 contacts to play with that aren't yet users, the array 1 would be: (user1, user2, user3...user20) array 2 would be (chosen contact 1, chosen contact 2...chosen contact 10) array 3 would be (non chosen contact 1, non chosen contact 2...non chosen contact n) from their phone). The first 20 members of the array 1 are put into the questions, then the array 1 is out of users, so the next questions have contacts the user has chosen, and the next questions after those run out will have contacts the user has not chosen. Once there are more than 4 users in a school, the contacts are no longer used, only users (the contacts are only used to fill in space if there aren't enough users with an account already made in a school).

- **IMPORTANT:** Once there are enough users for a whole game, everyone in a school will have the same poll, the polls will no longer be unique per user. No more contacts will be used, only Users in the school. Then, once a user selects an answer, a percentage will appear above it that shows the proportion of other users that chose this (see figma). Percentages will start at %25,%25,%25,%25 and update as each user selects an answer.
- (In milestone 2 only) Paid user's will have an extra set of polls because they can play the game every 30 minutes. They will answer the same questions as non-paying user's at every 1h interval, and they will answer a "paid user only" set of questions at the 30min interval between.
- Users can play 10 rounds, each time the answer is pressed on the round the question changes, the background colors change, the answers change, and the colors of the answer buttons change. Colors to be provided by DJT Alpha LLC. The color of the buttons is matched to the color of the background screen to ensure no mismatching colors occur. These color combinations as shown in the figma will result in a set of 30-40 screen combinations, will occur at random in the game. No screen color combination can occur twice in one game.
- Shuffle button must replace all answers on the screen with a new set of answers. Shuffle button can only be pressed 3 times per question.
- Skip question button skips question, can only skip question 2 times before the question must be answered.
- "Exit Game" must take user back to the waiting room. If the user has not answered all 10 questions, the button on the waiting room will still be pressable.
- Once 10 rounds are complete, the user is returned to the waiting room. The button is grayed out, and the timer is reset.
- Gameplay buttons will be artistic, tactile, and make sounds. User settings page will have options to turn this off. All other buttons besides waiting room start button and gameplay button will not make sounds, but will be normal colorful and artistic as per the game's color scheme.

- User setting page has all features.

User Settings Page Requirements

- "Change Schools" brings user to the "school selection" page. User can then search and select another school as long as they are within the required distance, verified by location. Once selected, user is brought back to user settings page.
- Selecting "pro mode" brings the user to the payment/ subscription page. Once payment has been made or "back button" is pressed, user returns to "user settings" page
- Password goes to change password page, user has to input current password to enable fields to change to new password
- Email goes to change email page. User has to input current password to enable fields to change to new password.
- Privacy policy goes to "privacy policy page".

- Downgrade subscription button goes to downgrade subscription page, where the user can decide to remove “pro mode” and return to free (no payment) mode in the app. (UI only, function to be implemented in milestone 2).
- “Change grade” button allows the user to change what grade they are in.
- “Sounds” button - user can turn on/off the button sounds/ tactile options for all buttons in the game.
- Back button in the navigation bar returns user to previous screen.
- On any of the above screens, a back button must be available in the navigation bar to return to this settings screen in addition to the usual buttons associated with that screen.

My Caps page and Opening Caps Requirements

- When a user has selected you as the answer to a question, the app must give a notification to your phone.
- The list of answers will be labeled with a date and a colored hat. If a girl answered a question about you, the hat will be pink. If a boy answered a question about you, the hat will be blue. If you are in non-binary mode, all of the hats will be green. If a non-binary user has answered a question about you, the hat will be green.
- When a button from the “My Caps” page is tapped on, a detailed view page will open. The screen will specify either “a girl/boy in the XXXth grade” said this about you according to their profile. If in non-binary mode, the message will read “Someone in the XXXth grade”.
- The question must be listed beneath it.
- “Reply” and “see who said this” - both buttons will be present when the user is in “non-paid mode”. Selecting either will take the user to the payments page (Only in milestone 2, UI only is needed in milestone 1 and then function will be implemented in milestone 2). Once the user has paid, they can click the “see who said this button” one time per day to see the name of the person who answered the question - EG instead of (a “boy/girl/someone” in the 9th grade). Example - “Jonathan Hibbler” instead of “a boy in the 9th grade”.
- Navigation bar will have arrow to go back to “My Caps”
- Button will be available to share the question to your social media in the form of an image.
- Image of screen as shown must convert to a square and include the question, who said it about you. The app logo must also show in the picture in the bottom right corner of the square. Images must be shareable to facebook, instagram, text, whatsapp, snapchat.
- From this page, the user can click to search for a friend. The user can add friends via searching for their username. Under the user profile page, one can choose if a friend can see the answers about them or not.

(Admin Panel) (Admin Mobile App/Panel)(User inputs).

- Secure Admin Login.
- Admin Dashboard to show users analytics.
- Admin can update/delete Questions, images for question page.
- Admin can update/delete schools and school logos for buttons.
- Admin can get reports on the app/users.
- Admin can change the distance needed for someone to be able to enter a school

School Selection Page Admin Requirements

- Admin access by DJT Alpha LLC will be given here to fill in the schools as well as an associated school image that will also show up in the button for that school. DJT Alpha LLC will fill in schools and images manually or using a database of national high-schools. Ideally a spreadsheet can be imported to make the addition of school names and school images easier. Additionally, users can create their own school, inputting the school name and a passcode. In this way, Users can create their own environments (schools, offices, sports teams) to play with a group of people. They can select the number of questions per game, so that if they have a smaller amount of users the questions don't repeat. No location tracking is needed for this, they can select contacts from their phone or invite users via username.
- When DJT Alpha is filling in schools using admin access, multiple words, phrases, or acronyms can be associated to one school choice. EG, the school name is Mission Valley High School -DJT Alpha LLC will specify school names as: "Mission Valley High" "MVHS" "Mission Valley" "MVH" and when the user searches any of these items, the icon for "Mission Valley High School" will appear.

Game Page Admin Requirements

- Admin access by DJT Alpha LLC is needed here to fill in the questions. DJT Alpha LLC will fill in questions and images manually. Ideally a spreadsheet can be imported to make the addition of questions easier.

Game Page Admin Requirements

- Replies that a user is allowed to select must be uploaded by the app owner from the admin panel.

C. Milestone 2 and Requirements

Payments via Apple in-app purchases and Google in-app purchases now functional.

Payments via user credit card or bank account transfer now functional. Stripe and Paypal payment processing will move funds directly to DJT Alpha LLC Bank Account. These settings can be configured in the Admin panel.

Response page fully functional.

Viewing a users name in paid mode now fully functional, with the ability to do this once per day and 7 times per week (If a user doesn't use one of their "view" tokens in a day, they can save it to use it any day during that week, such that they stack tokens up to 7/7).

Moving paid user's name to have a higher probability of showing in questions is now functional.

Reduced time between each poll is now functional.

- Subscription and Payment Systems Integration (pro Mode Payment processing).

pro Mode Requirements

- Clicking on "Reply" and "see who said this" brings the user to the "pro Mode" payments page.

- Once user has enabled “pro mode” by payment processing:
 - A button will be revealed under questions allowing the user to see the name of who answered this question about them (they can do this once per day) - Instead of “a girl/boy/someone in the XXX grade” being listed under the question someone answered about you, you can now see their name. They can click on this button 7 times a week (1 time per day) when they are in subscribed mode. Once they’ve clicked on it for the day, the button will be grayed out. The user’s name that they’ve revealed will be permanently visible unless they go into non-paid mode. If they haven’t selected a name in 7 days, their 7 tokens per week will expire, and they can only choose 1 per day starting the next week).
 - You can send a premade response via “Response Page”. Responses in a User’s inbox will now be fully functional as depicted in Figma.

General Requirements

- Buttons on the login page and create account pages will not make sounds, but will be normal colorful and artistic as per the game’s color scheme. Buttons provided by DJT Alpha LLC.
- App language must be in English.
- Code must be in English. App must be duplicable such that a separate entity from DJT Alpha LLC can distribute the app in different languages in other countries - duplicate of the app will be created and all visible words must be replaceable with the same words in that target language.
- The keyboard must disappear on pressing enter/return or if the user clicks anywhere else on the screen when typing.
- Waiting room start button and gameplay buttons will be artistic, tactile, and make sounds. User settings page will have options to turn this off. All other buttons besides waiting room start button and gameplay button will not make sounds, but will be normal colorful and artistic as per the game’s color scheme.
- Code must be accessible and modifiable by DJT Alpha LLC.
- Code must be adequately commented and these comments must be approved by DJT Alpha LLC such that ample understanding of the code is possible.
- Logo to have animation with images provided by DJT Alpha LLC.

“Reply” Page Requirements

- This page will have a list of 10-20 pre defined responses that a user can use to reply to someone who has selected their name as an answer to one of the questions in the main game. User can respond when someone has answered a question by clicking on your name - when someone has answered a question with your name, it will go into your “My Caps” page, then you can select “reply” to go to a page with a selection of pre-defined responses to send to that user (only in paid subscription mode)
- Admin access by DJT Alpha LLC is needed here to fill in the responses. DJT Alpha LLC will fill in responses manually. Ideally a spreadsheet can be imported to make the addition of school names easier.
- Responses will scroll and once one of them is selected within the scroll view, it will be highlighted. Once the user has confirmed this is the response they want to send, the “Reply” button will be pressed to send the response.

App completion requirements

- The completion of this milestone means that the app is officially released to the apple store and android store. The service provider will be given developer access to the Apple developer and Google developer accounts and will aid DJT Alpha LLC to release the app to each store. The application will only be uploaded to accounts owned by DJT Alpha LLC. DJT Alpha LLC will make user accounts to test full function as downloaded from the official app store, including payment processing. Upon successful testing, all access to the app will be revoked from the Service Provider, and the app will be tested again.
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