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| Software Development Team |
| Let’s Quiz |
| Vision |

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| Collin McKeahnie |

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# Introduction

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# Positioning

## Product Goal Statement

|  |  |
| --- | --- |
| The goal of | Have a market ready multiplayer quiz game, playable on iOS and Android mobile devices. |
| affects | The client |
| the result of which | Will fill the clients perceived gap in the market |
| a successful solution would be | A quiz game released on the App Store and Google Play Store |

## Product Position Statement

|  |  |
| --- | --- |
| For | Non-commercial mobile phone users |
| Who | Would enjoy a competitive turn-based trivia game |
| Let’s Quiz | Is a turn based, multi-player, trivia game |
| That | Allows for a customizable competitive trivia quiz game against people from all over the world |
| Unlike | Quiz Up |
| Our product | Offers a more streamlined app with a user driven question pool. |

# Stakeholder Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| Stakeholder | Description | Responsibilities |
| User | The user is the person playing the game.  They require the app to execute without errors, to record accurate data about their game and to generally behave as a mobile app is expected to. | The user is responsible for maintaining their phone to a standard that will run the Let’s Quiz application, this is not an arduous task and should not require any effort beyond normal phone maintenance.  Let’s Quiz requires several permissions, including but not limited to internet access, to send and receive push notifications and to read and write data. It is the responsibility of the user to grant the application those rights.  It is expected that the user plays the game in good faith, that they do not deliberately attempt to inject malicious code or otherwise break the system. |
| Game Opponent | Let’s Quiz is a multi-player game and the opponent player, whether they have joined the game yet or not, is a stake holder.  The user’s score questions the user has been asked and what answers they gave will all effect the opponent’s game. | The opponent player is expected to be able to receive push notifications and to take their turn when notified to do so.  At the point when they take their turn, they become a user and have the responsibilities of the user. |
| The Client | The Client has engaged the Let’s Quiz Development Team to complete the project as outlined | To agree to the initial project outline, maintain oversight of the project and communicate any alterations or requirements the project may develop as the design is carried out. |
| Unity 3d | Unity 3D is the development platform the design team has elected to use. If Let’s Quiz makes over $100 000 USD per year Unity begins to take a percentage of the profits. | The Let’s Quiz development team will be relying on accurate and up to date documentation. It is the responsibility of Unity3D to provide documentation as well as some level of technical support and troubleshooting. |

# Product Overview

## Development Team

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## User Environment

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### General Layout

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### User Interaction

[Content Here]

#### Touch Buttons

[Content Here]

#### Drop-Down Menus

[Content Here]

#### On-Screen Keyboard

[Content Here]

### Game Structure

[Content Here]

### Scoring

[Content Here]

### Question Submission

[Content Here]

### Question Ranking

[Content Here]

### Environmental Constraints

[Content Here]

### Required Integration

[Content Here]

## Visual Design

### Login Screen

[Content Here]

### Main Menu Screen

[Content Here]

### Game Screen

[Content Here]

### Result Screen

[Content Here]

### Leader board Screen

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## Needs and Features

|  |  |  |  |
| --- | --- | --- | --- |
| Need | Priority | Feature | Planned Release |
| Playable Quiz Game | 1 | Basic single player quiz game that asks a user questions and scores correct answers. This should be playable on an IOS and android mobile device. | April 2018 |
| Question pool that can be updated by users | 2 | Allow users to submit questions to the online question pool via an in-app submit question scene where user’s trivia questions are entered and uploaded to the server. | July 2018 |
| Multiplayer Quiz Game | 2 | Connect 2 users together so they can play against each other. | July 2018 |
| Allow user to have multiple games running simultaneously | 2 | Have game management page where users can see and join all their outstanding games | July 2018 |
| Have users play multiple rounds against each other making up a complete game | 3 | Ongoing games management for each user, to be handled on the server. | July 2018 |
| Link Let’s Quiz with popular social media platforms | 3 | Integrate Let’s Quiz with Facebook and Google Play’s APIs | September 2018 |
| Notify users when it is their turn to ensure faster game play | 3 | Push notifications to user’s phones to alert them when it is their turn. | September 2018 |

## Development Schedule

|  |  |  |
| --- | --- | --- |
|  | Priority | Planned Release |
| Single player quiz game | 1 | April 2018 |
| Guest login and Let’s Quiz account creation and login | 2 | June 2018 |
| Multiplayer quiz game | 2 | July 2018 |
| Ongoing games lobby for users, to allow for multiple ongoing games | 3 | August 2018 |
| User ability to submit question | 3 | August 2018 |
| Global Leader Board | 4 | September 2018 |
| Question rating system for users | 4 | September 2018 |
| Login with social media accounts | 4 | September 2018 |
| Push notifications | 4 | September 2018 |
| Multiple categories of questions | 6 | TBA |
| Picture based questions | 6 | TBA |
| Allow for user input as an answer | 6 | TBA |

## Scope for Expansion

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# Product Requirements

## Quality Characteristics

### Security

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### Reliability

[Content Here]

### Usability

[Content Here]

### Fault Tolerance

[Content Here]

## Constraints

### Legal

[Content Here]

### User Requirements

[Content Here]

### Environmental

[Content Here]

### Market

[Content Here]

### Hardware

[Content Here]

### Operating System

[Content Here]