Let’s Quiz

# Introduction

[Provide a brief introduction to the context of the project: Say who has commissioned the project and what they do, and what their aims are – ie the aims of the business. Then, if you can, summarize the business problem and what the sponsors hope to do about it in one clear statement.]

# Positioning

## Goal Statement

|  |  |
| --- | --- |
| The goal of | Having two people play a multiple choice quiz game against one another |
| affects | The two players, the global score board, the Let’s Quiz server |
| the result of which | Will determine a winner between the two players in the quiz and update the overall leader board |
| a successful solution would be | A player either continues an existing game or starts a new game, the game runs to completion and the Let’s Quiz server is updated |

## Product Position Statement

Let’s Quiz will offer an online, multiplayer, quiz game which

|  |  |
| --- | --- |
| For | Domestic 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 | [primary competitive alternative] |
| Our product | [statement of primary differentiation] |

# Stakeholder Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| User | The user requires the app to run the game without errors and as expected | 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 permission to operate and it is the responsibility of the user to grant the application those rights  It is expected that the user play 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 other 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 that point they become a user and have the responsibilities of a regular user. |
| Let’s Quiz Server | User devices need to be able to access the Let’s Quiz server to get user information, ongoing game data and the global score board | The server needs to be able to store and maintain several SQL tables, receive and execute PHP scripts  The server must also be available to users, this means it must have reliable up time and be a trusted location |
| User’s Phone | The user’s phone needs to allocate memory and ask the user for correct permissions to operate as required |  |
| Facebook and GooglePlay | Let’s Quiz is designed to allow players to log in using their existing social media accounts to do so Let’s Quiz will need to interact with the social media’s API’s. |  |
| Unity 3d | Unity 3d is the development platform the design team has elected to use. |  |

## User Environment

[Detail the working environment of the target user. Here are some suggestions:

Number of people involved in completing the task? Is this changing?

How long is a task cycle? Amount of time spent in each activity? Is this changing?

Any unique environmental constraints: mobile, outdoors, in-flight, and so on?

What other applications are in use? Does your application need to integrate with them?

This is where extracts from the Business Model could be included to outline the task and roles involved, and so on.]

### 3.2.1 Let’s Quiz Team

There are 4 members of the Let’s Quiz design team, plus one member of the Charles Sturt University IT teaching faculty acting as oversight. This team is not expected to change.

### Task Structure

This task cycle and amount of time spent on each task will be situational, depending on the complexity of the particular task in question but updates are expected weekly.

### Environmental constraints

Let’s quiz is designed to run on IOS and Android mobile devices. It is a requirement of the application that the device has internet connectivity. This means that the individual device must be configured to allow the application to access the internet and that the device is in a physical location that has internet.

# Product Overview

## Needs and Features

|  |  |  |  |
| --- | --- | --- | --- |
| **Need** | **Priority** | **Features** | **Planned Release** |
| Quiz Game | 1 | Basic single player quiz game that asks a user questions and scores correct answers |  |
| Independently updateable question list | 1 | Connection to online database to pull question pool |  |
| Living question pool that is constantly updated by users | 2 | Allow users to submit questions to the online question pool |  |
| Multiplayer Quiz Game | 2 | Connect 2 users together so they can play against each other |  |
| Allow user to have multiple games running simultaneously | 2 | Have game management page where users can see and join all their outstanding games |  |
| 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. |  |
| Allow users to login in with social media accounts | 3 | Integrate Let’s Quiz with Facebook and Google Play’s APIs |  |
| Send users push notifications that it is their turn | 3 | Push notifications probably handled by FireBase |  |
| Ability for users to vote on questions they like or do not | 4 | Button available to the user at the end of the quiz that increments a rating held against each question on the server |  |
| Global Score board containing all users | 4 | Have a high scores page that syncs with a high scores table on the Let’ Play server |  |
| Polished game, globally available | 5 | Publish Let’s Quiz to Apple’s App Store and Google’s Play Store |  |

# Other Product Requirements

[At a high level, list quality characteristics and application constraints. Quality characteristics include things like security, availability and reliability requirements. Constraints include, applicable legislative or safety standards, hardware, or platform requirements; and environmental requirements.

Define the quality ranges for performance, robustness, fault tolerance, usability, and similar characteristics that are not captured in the Feature Set.

Note any design constraints, external constraints, assumptions or other dependencies that, if changed, will alter the **Vision** document. For example, an assumption may state that a specific operating system will be available for the hardware designated for the software product. If the operating system is not available, the **Vision** document will need to change.

Define any specific documentation requirements, including user manuals, online help, installation, labeling, and packaging requirements.

Define the priority of these other product requirements. Include, if useful, attributes such as stability, benefit, effort, and risk.]

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Priority** | **Planned Release** |
|  |  |  |