# Software Requirements Specification v2.0

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 ${\rm CS~160~SQ06}$ 

### **Revision History**

Name	Date	Reasons for changes	Version
High-level requirements	9/11/2013	Initial creation	1
Detailed requirements	9/29/2013	Final draft	2

1 Introduction 1

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### 1 Introduction

### 1.1 Purpose

The purpose of this document, which follows the structure outlined in IEEE Std 830-1998 [1], is to provide a detailed description of the quiz program known as SiQuoia. It will provide detailed descriptions of what this application will do, including functions and features of the program, interfaces, and constraints under which the program will operate. This document is intended for stakeholders at SiQuoia, Inc., known hereafter as SeQuoia.

### 1.2 Scope

The software system known as SiQuoia includes a simple quiz program with packages consisting of one question and four answers, with only one answer being correct. The program is designed to increase the intelligence quotients of users or provide training or help in certification processes. Each question will have a rank based on the number of times it is answered correctly.

The system will have a web browser interface in which users play as a guest or registered user. If registered, the system will allow users to log in, resume their most recently unfinished

quiz (if such a quiz exists), select a game mode and begin a new quiz, view and publish their progress analysis, and submit new quiz questions. The system will also allow registered users to claim rewards in the game store using cash or SiQuoia points and refer new users.

The web interface will interact with a database to keep track of user and game information.

### 1.3 Definitions, Acronyms, and Abbreviations

MCQ multiple choice quiz. 2

SeQuoia the company SiQuoia, Inc. 1

SiQuoia Simple Intelligence Quotient Increasing Application. 1

user person(s) who operate or interact directly with the product. 1

### 1.4 References

[1] IEEE, 830-1998 IEEE Recommended Practice for Software Requirements Specifications. New York, NY, USA: IEEE, 1998. [Online]. Available: http://ieeexplore.ieee.org/servlet/opac?punumber=5841

#### 1.5 Overview

The next section, Overall Description, will contain an overview of the functions and features of the program. Following it, the third section, Specific Requirements, will go further into detail about the functions defined in section two.

# 2 Overall Description

# 2.1 Product Perspective

The SiQuoia program is independent of any other MCQ gaming systems and is intended to run separately from such systems. It relies on a device with a browser and Internet access.

The SiQuoia program will allow users and administrators to log in and access the Web interface. The interface interacts with the database to display user information and game information.

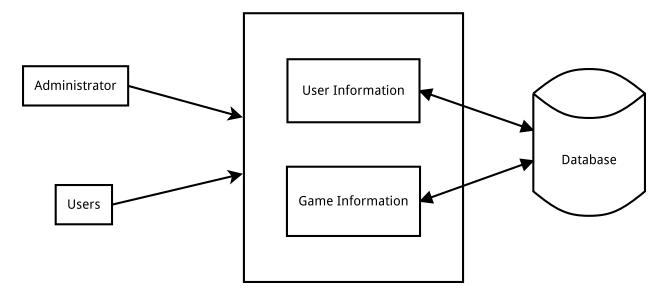


Fig. 1: SiQuoia System Overview

### 2.1.1 System Interfaces

Refer to section ??

#### 2.1.2 User Interfaces

SiQuoia will have one question per page and each question will have a time limit of 20 seconds. The user will then be able to navigate to the next question by clicking on the next button. At the end of the quiz the user shall click on the finish button in order to the submit the quiz for evaluation. SiQuoia will then provide the score to the user soon after the test.

#### 2.1.3 Hardware Interfaces

SiQuoia requires a keyboard and a mouse or touchpad.

#### 2.1.4 Software Interfaces

None.

### 2.1.5 Communication Interfaces

The Server and Database components may be located on the same host.

### **2.1.6** Memory

SiQuoia shall require no more than 1 GB of RAM and 250 MB of secondary storage.

### 2.1.7 Operations

SiQuoia shall operate in different modes such as Tutorial, Test and Practice mode. This would depend on the user type i.e.) if the user is a registered or a guest user.

SiQuoia shall save the state of the quiz so that it can be resumed from the point it was paused, the timer shall also pause during this time.

### 2.1.8 Site Adaptation Requirements

No specific site adaptation should be required.

### 2.2 Product Functions

2 Overall Description 5

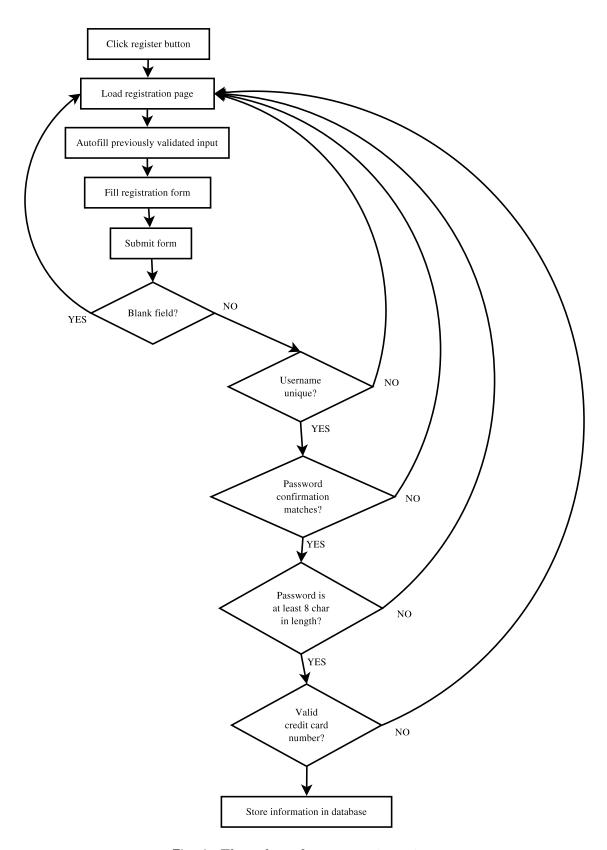


Fig. 2: Flow chart for user registration.

2 Overall Description

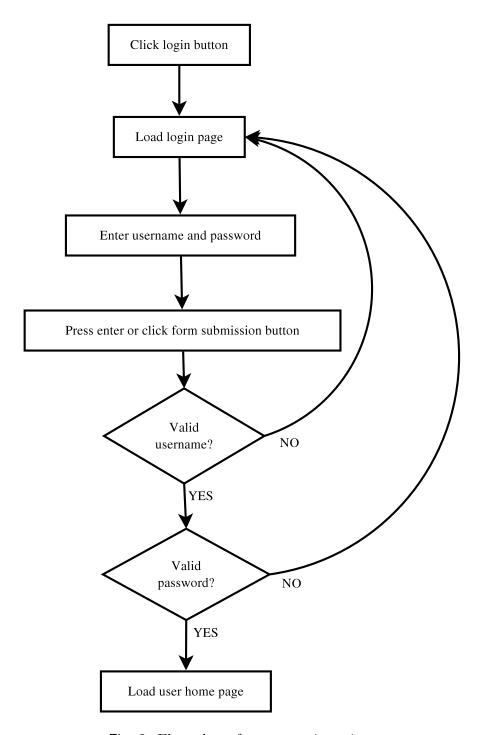


Fig. 3: Flow chart for user registration.