Req. No.	Requirement	Description	Type	SRS	Context Model	MVC Arch-itecture	Process Model	State Trans-ition Diagram	Use Cases	Class Diagram	Arch-itect-ural View	Imple-men-tation
Login												
FR01	Splash screen	Homepage with logo, Register button, Gamer Login fields, and Guest Login button in the center; merchant login button, branded packet button in bottom corner	E	pg 9,11								x
FR02	Gamer registration	Enter unique email and password (and matching confirm password) to register	E	pg 7, 9, 11, 12			x	x	x	x	x	x
FR03	Gamer login	Enter email address and password to access UI with all features enabled	E	pg 8, 9, 12				x				x
FR04	Guest login	Enter unique email address to access UI with partial features (demo quiz) enabled	O	pg 9			x	x	x			
FR05	Merchant login	Enter merchant code (provided by SiQuoia) to access UI with Submit Packet feature	O									
FR06	Administration login	Enter admin account, password to access UI with Verify Submission feature (others if time permits)	E	pg 5,16				x	x			

Game Packets (see Q&A for more info)											
FR07	Format	Quiz questions are in the format of four potential answers to one question, with only one choice being the correct answer.	E	pg 4, 5, 15, 19						x	x
FR08	Multimedia	Quiz questions may contain plain text, audio, graphics, or video content.	E	pg 16							
FR09	Display packet statistics	Quiz questions are displayed one at a time, with "Question #/20", "Correct: #", and "# seconds" at the top of each question.	E								
FR10	Pausing	The current quiz is saved when the user either presses the Pause buton or exits the Webpage.	E	pg 6, 14, 15				x	x		
FR11	Abandonment	If a user chooses to discard the current quiz, points are earned for questions answered correctly but the user is not refunded for the remaining questions.	O								
FR12	Questions	Quiz packets are comprised of 20 questions and are constructed upon purchase.	E	pg 14						x	
FR13	Demo packet	The demo packet is comprised of 20 questions and is the same packet each time.	E	pg 15					x		x
FR14	Categories (3 levels)	Subject, topic, or subtopic (all is "hidden" category)	E	pg 14						x	x
FR15	Branded packet	Separate from user login, provided by company (no verification of Q/A's necessary), special code to access packet, company logo as packet icon, certificate provided at end of quiz	O	pg 19			x				

Game Mode													
FR1 6	Normal (timed)	# seconds per question (+# if contains multimedia), 1 point earned for each question answered correctly (both to the current quiz score which is to be displayed at the end of the quiz, as well as the user's total points earned), auto progress to next question after time is up or question is answered, no correct answer given	D	pg 15					x			
FR1 7	Learning	No time limit per question, no points awarded, and do NOT display the correct answer when an incorrect selection	E	pg 15					x			
Purchase													
FR1 8	One packet at a time	Users may have only one packet at a time (either finish or abandon a packet before purchasing a new quiz).	E									
FR1 9	Purchase in any category	Subject, topic, or subtopic (if no category is chosen, a packet is randomly generated from a pool of all availabile questions)	E	pg 14						x		
FR2 0	Random selection	Packet constructed from random selection upon purchase	E	pg 14						x		
Payment													
FR2 1	SiQuoias	Points used to purchase quiz packets and memorabillia	E	pg 4								
FR2 2	Paypal	Website for payment	O									
FR2 3	Credit	MC/Visa/Amex	O	pg 10, 12, 13, 16, 17								
FR2 4	Debit	Debit card	O									
Ranking													
FR2 5	Implementati on (simple)	Default value is 0, increment by 1 each time it is answered correctly, then sort in decreasing order	E	pg 4, 15						x		
FR2 6	Implementati on (complex)	Sort by subject, topic, and subtopic	O									

Question & Answer												
FR27	Display questions (one at a time)	One question is displayed at a time (simple)	E	pg 4, 5, 15,19						x		x
FR28	Display questions (several at a time)	Several questions are at a time (complex)	O									
FR29	Answer selection	Can change answer before clicking next	O	pg 14, 15				x	x			
FR30	Automatic progression	In Normal mode, automatically progress to next question once the time has run out.	O	pg 15						x		
FR31	Allow time for multimedia to complete	Add additional time, in seconds, to allow multimedia to complete	O									
Reporting												
FR32	Correctly answered (historical)	# correct / # total for each individual packet	O									
FR33	Correctly answered (running tally)	# correct	E	pg 15								
FR34	Leaderboard	Rank by highest correct answers (top 10?), ties resolved by FIFS	O	pg 15, 16, 19	x		x	x	x	x	x	
FR35	Purchases (by date)	List of individual packets, memorabilia, and expenditure	O									
FR36	Purchases (by running tally)	Total number of packets, memorabilia, and expenditure	E									
FR37	Points earned	Total points earned from correctly answering questions, submitting questions (received after verification), referring friends (received after the friend registers)	E	pg 15, 16, 19	x		x	x	x	x	x	
FR38	Points used	Points used to purchase packets/game memorabilia	E	pg 4,10,16,19								
FR39	Expired points	Points that expired	O									
FR40	Interface to social network	Post progress analysis to social networking website, like Facebook, Twitter, Google+	O	pg 10, 15, 16	x		x	x	x		x	
Royalty Program												
FR41	Gamer referrals	Reference code used to refer new users	O	pg 10, 15, 16								
FR42	Question submissions	UI for submission (registered users) and/or verification (administration)	O	pg 5, 10, 16	x		x	x	x			
FR43	Name on question submission	Display "Submitted by: gamer name" on quiz in packet	O									

ID	Name	Description	Pri	Page									
Branding													
FR44	Gamer access	Special code required to access these packets (it only grants them access to the Branded Quiz UI, not the rest of the Registered User UI). No points earned for these packets	E	pg 19			x						
FR45	Certification	Certificate awarded to the user upon completing the quiz packet	O										
FR46	Packet submission	Packets of any number of questions (questions have 4 anwers each, with only one being correct) submitted by the company	O						x	x			
Cloud Computing													
NF01	Game status	Store the status of the quiz in the cloud	E	pg 10	x							x	
NF02	Game resumption	Resume the quiz from the cloud	E	pg 10	x							x	
Model													
NF03	MVC	Game designed using MVC pattern	E			x							
NF04	Software patterns	Uses other software patterns	O										
NF05	Distributed, tiered architecture	3-tiered architecture	E			x							
Security													
NF06	Password	Encrypt passwords	E	pg 10, 11									
NF07	Personal information	Personal informaion is secure (stored separately from the game information)	E	pg 10, 11									
NF08	SiQuoia financial information	Financial information is secure	E	pg 10, 11									
NF09	IP	Add Copyright to all pages of website and documents	E										
Deployment													
NF10	Web	At minimum, SiQuoia must run on a Web browser	E	pg 10	x	x							
NF11	Android	Andriod-compatible	O										
NF12	iOS/Mac OS X	Apple-compatible	O										
NF13	Windows Metro (Windows and Phone)	Windows mobile-compatible	O										