Group 2

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Website to Educate Children on Healthy Choice

1. **General Purpose**:
   1. Create a fun, interactive learning environment for children which educates them on healthy lifestyle choices.
2. **Requirements**
   1. **Account users**:
      1. **Website administrators**:
         1. They will maintain and update the website.
         2. They will monitor activities and suspend any account which does not follow the rules and policies of the website.
         3. They will provide email assistance to users who request it.
         4. They will make sure ads are age appropriate and tailored to the goals of the website.
      2. **School administrators**:
         1. They will be able to validate new users including children, parents, teachers, and school officials information and approve accounts.
         2. They will be able to suspend or reactivate accounts.
         3. They will be able to reset passwords.
         4. They will be able to update information displayed on the website.
         5. They will be able to access and retrieve user information stored in the database.
      3. **Children under 10 with eventual expansion to children of all ages**:
         1. Any child will be able to play few trial games without creating an account.
         2. They will also be able to create accounts by providing their name, school code, and school name.
         3. They will be able to choose a username and a password to login.
         4. Children with accounts will have access to more games and these additional features:
            1. Save game progress and returning to play at a later time.
            2. Multiplayer mode.
      4. **Parents/guardians**:
         1. They will be able to create accounts by providing their name, email, child name, school code, and school name.
         2. They will be able to choose a username and password.
         3. They will be able monitor their child’s progress in the game and receive progress reports.
         4. They will be able to download a pdf "certificate of achievement" for each student, individually or in groups, based on their participation in the game.
      5. **Teachers and school officials**:
         1. They will also be able to create administrative accounts by providing their name, class code, and school name.
         2. They will be able to choose a username and password.
         3. They will be able to contribute input as well as monitor the progress of students.
         4. They will be able to download a pdf "certificate of achievement" for each student, individually or in groups, based on their participation in the game
   2. **Game**:
      1. The website will include child friendly games that will help them make healthy choices.
      2. It will support both single, team and multiplayer modes.
      3. It will be compatible with all devices.
      4. It will operate on all major web browsers and be mobile friendly.
   3. **Advertisement**:
      1. The website will facilitate advertising from appropriate venues.
      2. Ads will be filtered to meet the website’s goals.
      3. Ads will be age appropriate.
      4. Any ads that does not meet any of the above criteria will be blocked.
   4. **Donation**:
      1. The website will include a donation page.
      2. The donation will be easily accessible from any other page on the website.
      3. There will be no need to create an account in order to donate.
      4. A secure payment option will be provided.
      5. Each time someone makes a donation, they will get a thank you note.
   5. **Database**:
      1. A database will be linked to the website to collect and store user information.
      2. It includes user accounts information and user game progress reports.
   6. **Security features**:
      1. The website will be secure (https) to safeguard user and payment information.
      2. Hash and salt passwords will be used.
      3. Usernames and passwords will be stored separately.
      4. reCAPTCHA will be used to safeguard the website from spams.
      5. Any age inappropriate content will be blocked.