

ID #	Requirement	Description	Writer	Priority	Stage	Rationale	Column 8
Log In Requirements							
1	Required User Info	The user shall give the following information to make an account	Karter Rogers	1	Incomplete	User needs an account to track progress	On UML
1.1		- First Name (required)	Karter Rogers	1	Incomplete	Name needed for leaderboards	On UML
1.2		- Last Name (required)	Karter Rogers	1	Incomplete	Name needed for leaderboards	On UML
1.3		- Email Address (required)	Karter Rogers	1	Incomplete	Email needed for notifications and account updates	On UML
1.4		- Date of Birth (required)	Karter Rogers	1	Incomplete	DOB needed for account recovery	On UML
2	Username	User shall be required to create a unique username	Karter Rogers	1	Incomplete	Needed to differentiate user accounts	On UML
3	Password	User shall be required to make a password meeting the criteria below	Karter Rogers	1	Incomplete	Allows users to access their account securely	On UML
3.1		- At least 8 Characters	Karter Rogers	1	Incomplete	More Secure	On UML
3.2		- At least 1 number	Karter Rogers	1	Incomplete	More Secure	On UML
3.3		- At least 1 symbol	Karter Rogers	1	Incomplete	More Secure	On UML
4	Password Reset	The user shall have a method to request the changing of their password	Karter Rogers	1	Incomplete	User needs a way to access accounts if password forgot	On UML
4.1		- Forgot password button requests the account email	Karter Rogers	1	Incomplete	User Friendliness	On UML
4.2		- Sends the user a password reset request to the email inserted	Karter Rogers	1	Incomplete	User Friendliness	On UML
4.3		- A page that allows for changing an account's password	Karter Rogers	1	Incomplete	User Friendliness	On UML
Course Requirements							
5	Lesson Lesson	The program shall contain a lesson map that does the following:	dallaswadeofficial@x	1	Incomplete	Allows users to see the subjects of future lessons	On UML
5.1		- Provides a linear learning path	dallaswadeofficial@x	1	Incomplete	Allows users to see what they are working toward	On UML
5.2		- Shows Lesson subject	dallaswadeofficial@x	1	Incomplete	Gives users an idea of the subject of the lesson before starting	On UML
5.3		- Shows Lesson progress	dallaswadeofficial@x	2	Incomplete	Allows users to see their lesson progress as they go	On UML
6	Course Proficiency	The program shall allow users to select their language proficiency	dallaswadeofficial@x	2	Incomplete	Allows users who already have some familiarity to start ahead	Not on UML
6.1		- Fresh Start (Basically no prior knowledge)	dallaswadeofficial@x	2	Incomplete	For users who know next to nothing about the language	Not on UML
6.2		- Jump In (Some prior knowledge, know vocab and grammar basics)	dallaswadeofficial@x	2	Incomplete	For users who know vocab and grammar basics, and want to	Not on UML
6.3		- Joy Ride (Extensive prior knowledge, know conjugates and tense)	dallaswadeofficial@x	2	Incomplete	For users who already know all the above, plus conjugates and	Not on UML
7	Course Style	The program shall include course exercises in the following styles:	dallaswadeofficial@x	1	Incomplete	Courses include exercises to facilitate learning	On UML
7.1		- Verbal que, written response	dallaswadeofficial@x	1	Incomplete	To ensure learning of the written language	On UML
7.2		- Written que, written response	dallaswadeofficial@x	1	Incomplete	To ensure learning of the vocal language	On UML
7.3		- Mix and Match	dallaswadeofficial@x	1	Incomplete	Attempts to gamify learning	On UML
7.4		- Fill in the blank	dallaswadeofficial@x	1	Incomplete	Attempts to gamify learning	On UML
8	Extra Course Information	The program shall include detailed explanations of the following:	dallaswadeofficial@x	1	Incomplete	Gives more general language context to those who are interested	On UML
8.1		- Language differences and Gramatical structure	dallaswadeofficial@x	1	Incomplete	Useful for learning to write the language or assist in sentence	On UML
8.2		- Cultural information that assists in learning	dallaswadeofficial@x	2	Incomplete	Useful for understanding how the language is used and deep	On UML
9	Data Saving	The program shall save the users progress to their account	dallaswadeofficial@x	1	Incomplete	Allows users to have their individual progress saved to be correct	On UML
9.1		- Save lesson progress	dallaswadeofficial@x	1	Incomplete	Allows for continuing where you left off	On UML
9.2		- Save missed questions	dallaswadeofficial@x	2	Incomplete	Allows for retesting missed questions	Not on UML
Gamification Requirements							
10	Proficiency Points	The program must award users "Proficiency Points" for completing lessons:	Logan Ford	3	Incomplete	Allows users to earn points, giving them a sense of accomplishment	On UML
10.1		- Points are accumulated to the user's account	Logan Ford	3	Incomplete	Allows users to hold on to points, showing long term progress	On UML
10.2		- Consistent daily use will increase rewards	Logan Ford	3	Incomplete	Incentivises consistent learning	Not on UML
10.3		- Points can be used in app to buy cosmetic items	Logan Ford	3	Incomplete	Gives players a way to redeem these points for something meaningful	Not on UML

11	Peer Engagement	The program shall include engagement between peers with following:	Logan Ford	3	Incomplete	Gives users a sense of community	Not on UML
11.1		- Allowing users to friend other users	Logan Ford	3	Incomplete	Allow users to connect with their real life friends through the	Not on UML
11.2		- Include weekly leaderboards that compare users with their friends	Logan Ford	3	Incomplete	Gives users a competitive motivator	Not on UML
12	Cosmetics Store	The program should include a cosmetic store:	Logan Ford	3	Incomplete	Allows users to see the rewards of their work	Not on UML
12.1		- Allows users to redeem Prof Points for cosmetic items in app. See #7	Logan Ford	3	Incomplete	Allows users to see the rewards of their work	Not on UML
Notification Requirements							
13	Notifications	The program shall have the capability to send the user the following:	Tyler Stargel	1	Incomplete	Allows the app to send reminders to users	On UML
13.1		- Mobile notifications after 24 hours of not using the app	Name	2	Incomplete	Encourages frequent use	On UML
13.2		- Email notifications for advertising purposes	Name	2	Incomplete	Encourages frequent use	On UML
13.3		- Email notifications for account recovery. See #1.3	Name	2	Incomplete	Aids in account recovery	On UML
13.4		- Mobile notifications 1 hour prior to missing goals. See #11	Name	2	Incomplete	Encourages frequent use	On UML
Misc Requirements							
14	Daily Goals	Allows users to set a daily goal based on one of the following:	Tyler Stargel	3	Incomplete	Allows users to manage their own goals	On UML
14.1		- Number of lessons completed	Name	3	Incomplete	Goal choice	On UML
14.2		- Number of Prof Points earned. See #7	Name	3	Incomplete	Goal choice	On UML
14.3		- Position on Leaderboards. See #8.2	Name	3	Incomplete	Goal choice	Not on UML
15	Weekly Goals	Allows users to set a weekly goal based on one of the following:	Tyler Stargel	3	Incomplete	Allows users to manage their own goals	On UML
15.1		- Number of lessons completed	Name	3	Incomplete	Goal choice	On UML
15.2		- Number of Prof Points earned. See #7	Name	3	Incomplete	Goal choice	On UML
15.3		- Position on Leaderboards. See #8.2	Name	3	Incomplete	Goal choice	Not on UML
16	Settings	Allows user to customize settings below in a concise menu	Tyler Stargel	1	Incomplete	Easy to understand interface to customize app	On UML
16.1		- Mobile Notifications (On/Off)	Name	1	Incomplete	Allows users to disable notifications	On UML
16.2		- Email Notifications (On/Off)	Name	1	Incomplete	Allows user to diable notifications	On UML
16.3		- Display Mode (Dark/Light)	Name	3	Incomplete	Allows users to change display between a dark colorscheme	On UML
16.4		- Volume Slider (Sound Effects and Voice Sperate)	Name	1	Incomplete	Allows the users to adjust the volume for the different sound:	On UML
	Requirement	Description	Name			Rationale	Not on UML