

RASD

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1 Introduction

1.1 Purpose

The purpose of this document is to present a detailed description about the platform "CodeKataBattle". It provides functional and non-functional requirements necessary for the correct development of the platform, including use cases, features, possible interactions with the users and system eventual system constraints

1.1.1 Goals

G1: Allow groups to deliver the solution to a certain battle to the platform.

G2: Allow Educators to create new tournaments, and within them many battles.

G2.1: Allow to create serveral battles by: uploading the "code kata", and setting several battle's features.

G3: Allow to the Educator, creator of a certain tournament, to grant to other colleagues the permission to create battle within the tournament.

G4: Allow student to subscribe to a certain tournament through the platform by tournament's subscription deadline.

G5: Allow students to form groups to participate to a battle of a tournament, always respecting the constraints on the number of the people per group imposed by the Educator when creating the battle.

G6: Allow students to compete with each others through a scoring and ranking system.

G7: Allow Educator to, optionally, evaluate manually the work done from the students through the platform.

G8: Allow students to compete and confront with each others through a scoring, ranking system.

G8.1: Grant to every student in a tournament a score, which is the sum of all battle scores received in that tournament, calculated via automated and manual evaluation respectively made by the platform and Educator (creator of the battle).

G8.2: Rewards students with badges, representing achievement reached by a student in a tournament.

G8.3: Allow to Educators to create new badges, rules to obtain them and variables that represent information relevant for scoring.