

# Table of Contents

System, Scope and Context ..... 1

    Technical Context ..... 1

    Description ..... 2

    Considerations ..... 2

# System, Scope and Context

System scope and context delimits the system from all its communication partners (neighboring systems and users). It thereby specifies the external interfaces.

## Technical Context

The technical context describes interfaces linking the system to its environment.

The abstract technical context is shown by the following C4-Context Model:

### System Context diagram for the learning platform "GAME"

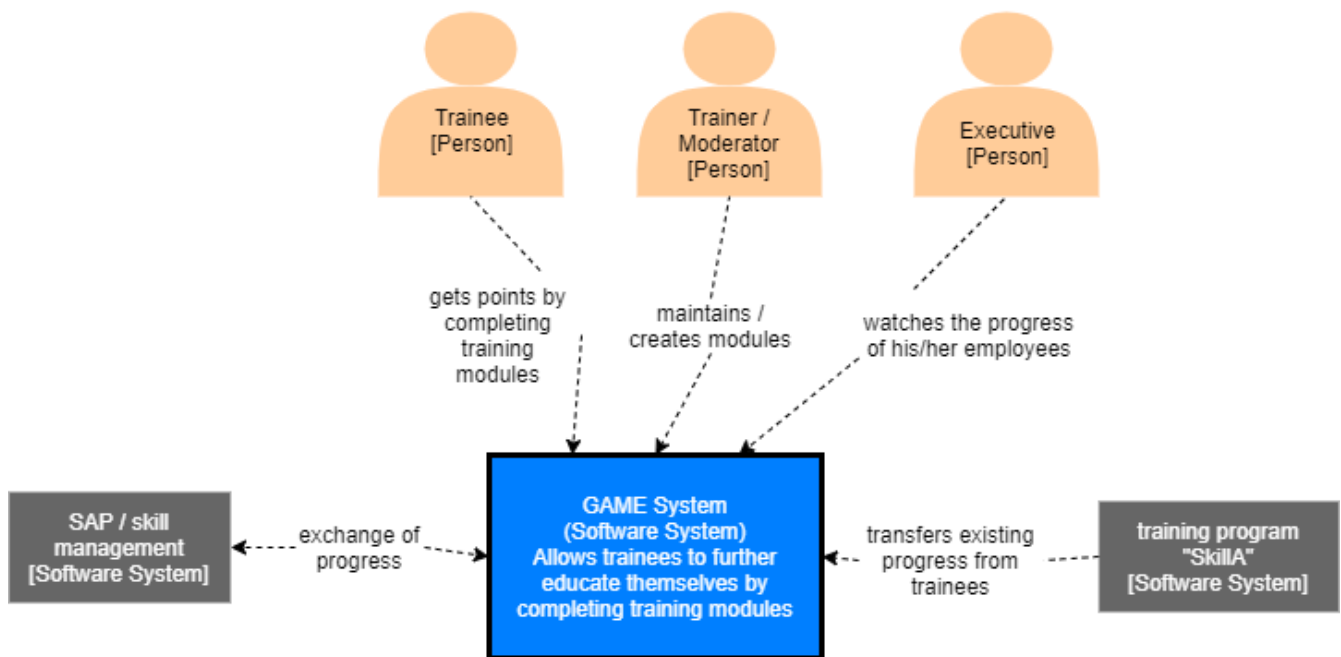


Figure 1. C4-Context Model

The GAME system is precisely described through this C4-Container Model:

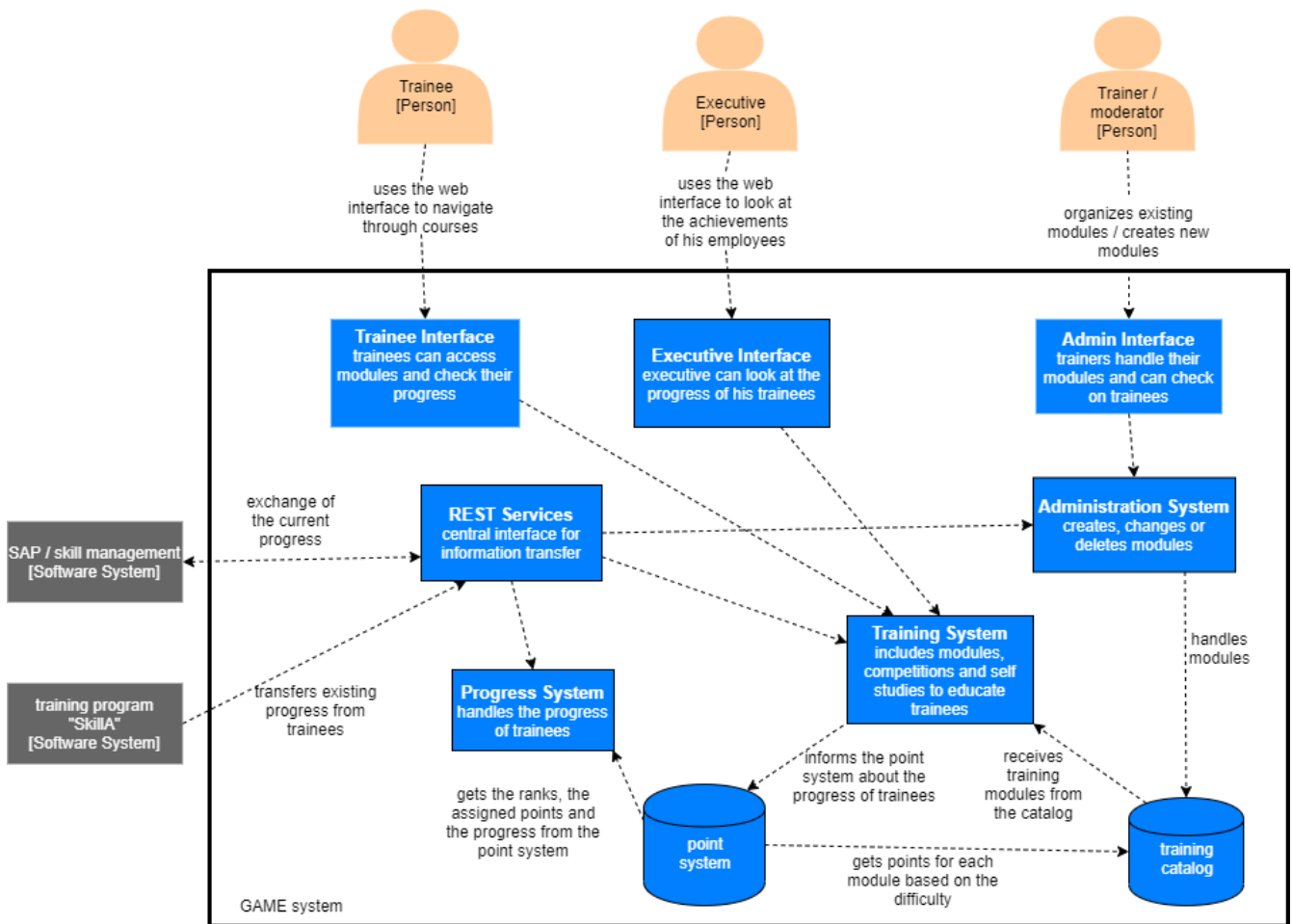


Figure 2. C4-Container Model

## Description

The game system communicates with the following systems:

- Skill / SAP employee management system
  - This system transmits the current progress of the employees to the GAME System and vice versa.
- training system "SkillA"
  - This system transfers progress from the "SkillA" training system to the GAME system.

## Considerations

In the point system several difficulty levels are defined which reward the user with previously determined points.

The trainer has to give every module he created a certain difficulty level.

In the beginning it should be possible to manually enter the progresses of trainees from "SkillA" in the progress system.