

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"

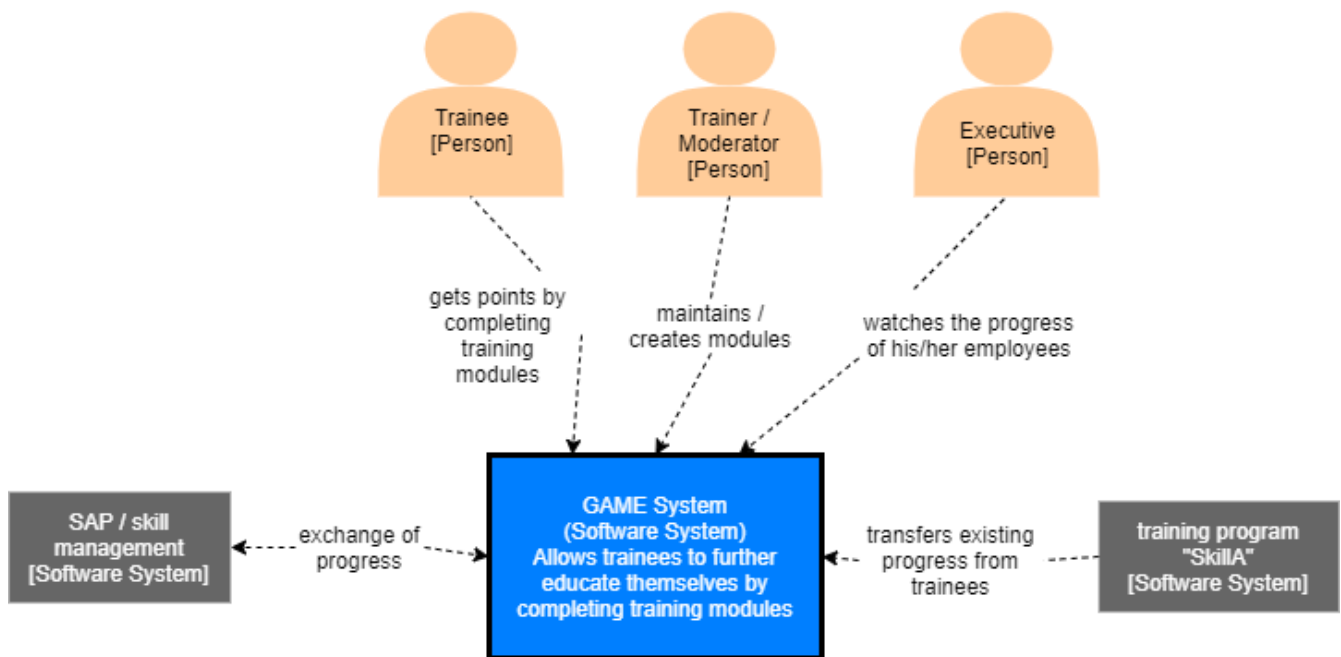


Figure 1. C4-Context Model

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

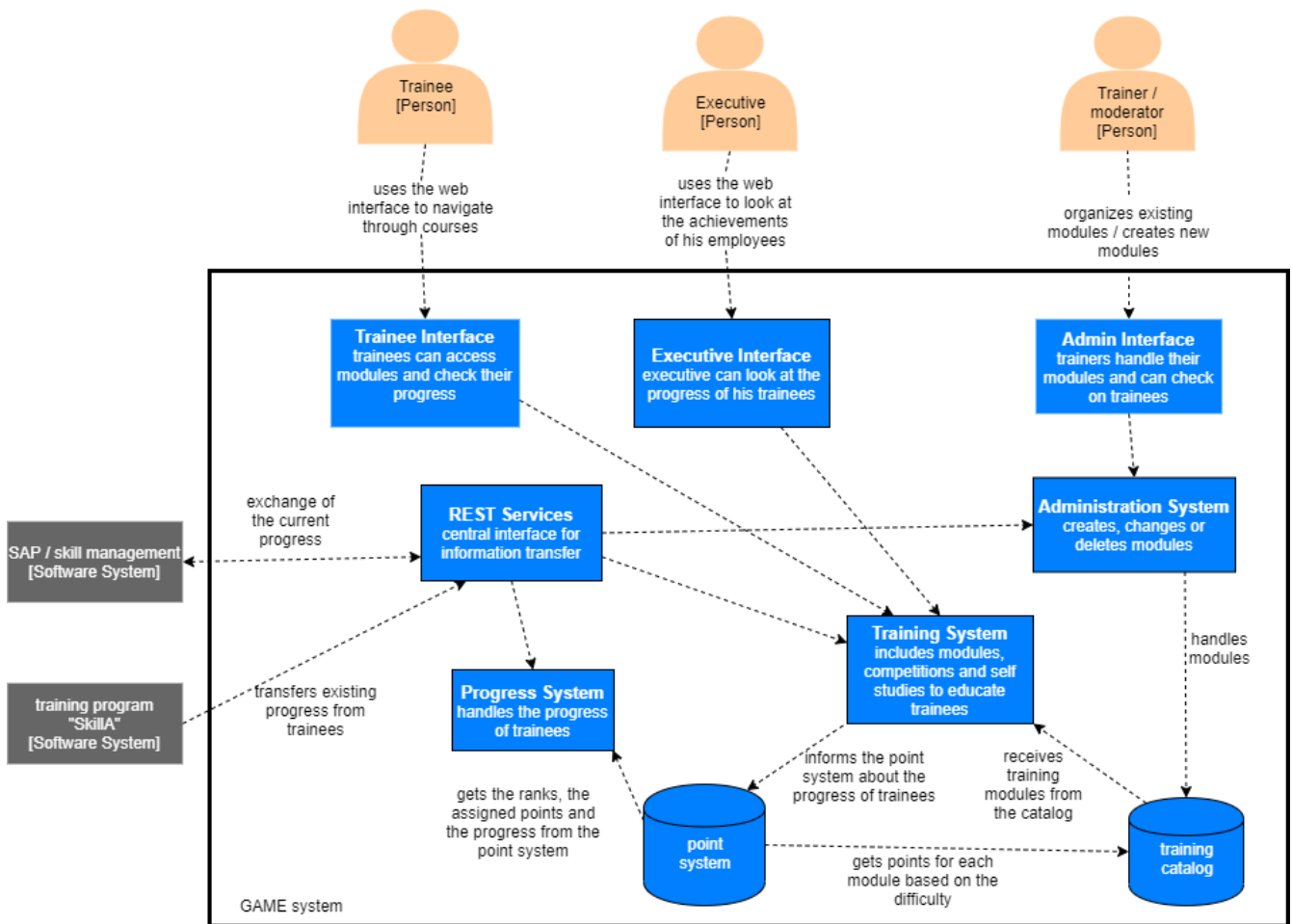


Figure 2. C4-Container Model

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.