Software Design Document

Triviastic

Version 1.0

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| Version | Date | Changes |
| 1 | 05.03.2021 | Creation of the first draft |

1. Introduction

1.1 Purpose:

This document aims to clarify and describe in detail all the aspects of this project. After reading the design document a person should have a good idea about the project without ever using it.

1.2 System overview:

The project is iOS trivia game, which will allow the users to take off the stress while learning interesting facts about a plethora of different topics. There will be different difficulty levels to the game and the questions will be harder in the higher levels. When the user choose a wrong answer his phone will vibrate and when he choose the correct one a tune will play. Each correct answer brings the player a certain number of points that will be calculated based on the difficulty of the question. These points will be used by the user to compete with his friends. The user can add questions which will have to be approved by the admin in order to become a part of the game.

1. Design Considerations

2.1 Constraints:

A possible constraint could be the fact that we are both new to SwiftUI. Another one could be the design factor, as we come from software development and have not had much experience with design.

2.2 System Environment

The frontend of the application will be developed in SwiftUI. For the backend of the application we will use Firebase, where we can use their authentication method and their NoSQL database.

2.3 Risks and Volatile Areas

The biggest risk is that there is a lack of time for us and we might not be able to finish all the user stories, because the application is complex itself and the environment with these new tools and the operating system we have to use can take time to use properly.

3. User Interface Design

3.1 User stories

* As a user I want to create an account so I can save my points in the application for next visit
* As a user I want to be able to log in so I can continue a game.
* As a user I want to have the option of using a hint so I can have a better chance of getting the question right.
* As a user I want to add new questions so I can make the game diverse
* As a user I want to “Like” or “Dislike” specific question so I can help the maintainers of the application with the experience of it.
* As a user I want to see a leaderboard so I can compete with my friends/colleagues and motivate me to lear new things
* As an admin I want to be able to approve questions so there is a bigger diversity of questions.
* As an admin I want to be able to turn down questions so that there are only relevant questions in the game.

3.2 Non- functional requirements

* The questions load properly.
* The user wins points when a correct answer is provided.
* The user loses points when a wrong answer is provided.
* The new user is saved to the database when he/she registers.

3.3 Functional requirements

* User should be able to create an account
* User should be able to register to his account
* User should be able to get a hint for every question
* User should be able to add new questions
* User should be able to “Like” or “Dislike” each question
* User should be able to see leaderboard with points
* Admin should be able to approve suggested questions by the users
* Admin should be able to turn down questions