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Group #2

COSC 412-101

Requirements

**Goal:** To foster healthy and active lifestyles within teenagers and children alike through the creation of a “revolutionary gaming-based website that educates while it stimulates young minds.”

1. **Website**
   1. Functional requirements
      1. Prioritized support for mobile devices
         1. Should still be compatible with all other devices
      2. A game designed to educate about healthy lifestyle choices
         1. Main purpose of the site
         2. Embed game within site
         3. Single, team, and multi-player modes
            1. Online multiplayer
         4. Focus on mobile compatibility
      3. Facilitate advertising and the ability to receive donations
      4. Parents/guardians ability to monitor a child’s progress
      5. Allow appropriate government officials and other designated personnel to contribute input as well as monitor the progress of all teens
      6. Register accounts for children, parents, and government/designated personnel
         1. Keep track of score and overall progress as one progresses in the game
            1. Progress history/timeline, see development over time
            2. Account records for children/ teens will be public so parents and government/designated personnel could track and monitor players’ progress
   2. Non-Functional requirements
      1. Demo prototype in the mid-May timeframe
         1. Fully functioning system would not be available until later next year
            1. Provide a plan for how the prototype will be evolved into the final “to-be” solution
      2. Correctness of information
         1. Diet
         2. Exercise
         3. Ensure correctness of game questions/choices and overall functionality
         4. Relevant ads
            1. No ads promoting the consumption of junk foods, soft drinks, etc.
   3. User Role Descriptions
      1. Users
         1. Anyone with a Fit-or-Fail username and password is considered to be a user. This role is the default role for all users at the time the user is created. All users can:
            1. Play game
            2. Collect points and be able to compare scores to other players’ scores
            3. Parents and guardians can monitor children’s progress over time since player records will be public
      2. Government Users
         1. Contribute input/feedback
            1. Make recommendation and suggestions on game functions and progress
            2. Directly contribute questions to database
            3. Generate reports
         2. Have access to records
            1. Access to records of players will allow for data comparison and interpretation
      3. Administrative Users
         1. Users in charge of developing game and website, have same functionality as government users
            1. Manage game, website, and database