Team KFC:  
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| **Functional Requirements** | **Non-Functional Requirements** |
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| The user shall be able to choose which content they learn in any order. | The system shall give timely responses, under 500 milliseconds. |
| The system shall be able to print the users results to the screen. | Users shall have the ability to start from where they last left off. |
| The system shall provide math questions in the form of multiple choice and/or simple equations. | The user shall have at least 3GB of storage to install the software. |
| The system shall provide mathematical tutorials for each learning standard. | The system shall be able to store login information in a database. |
| The system shall provide a choice of ‘difficulty’ for each level/grade. | The user shall be able to replay any levels or retry any ‘tests’ as they please. |
| The system shall be able to display the users progress in each specific grade level. | The system shall provide a user authentication system. |
| The system shall reward the user upon completion of certain milestones. | The system shall make a display of rewarding the user. |
| The system shall provide the option to take practice tests. | The system shall work on Mac and PC. |
| The system shall provide at least 5 different types of questions that must cover at least 3 of the standards in the MA Math Curriculum Framework. | The system shall record 5 correct answers and pass the user on to the next standard after completion of this milestone |
| The user shall be able to choose their own username and profile picture. | The system shall display the users progress as they ‘journey across the universe’, completing the 3 planets. |

Our Math Tutoring Software System is going to be a game based on the concept of a “mission across the universe”, entitled “***Mission: Math!***” It will be a game-oriented math program that is based in space and it is up to the user to make their way through the galaxy by successfully answering math questions based on a standard and grade system. The standards we will be focusing on are Geometry, Arithmetic, and Counting. The game will provide 3 different difficulty levels for each standard, with the “Easy” mode being of Kindergarten - 1st grade problems, “Medium” will be 2nd and 3rd grade, and the “Hard” mode will be 4th grade difficulty. The aim is to provide a unique and interactive experience that motivates the user to return and continue their learning by attempting to finish their journey across the universe. The user can see their progress in real-time via their ‘spaceship’ traveling along to the different planets based on a real time calculation of how many standards are left for the user. There will be assessments and rewards based on students' proficiencies in each standard. The user will be given a choice of multiple different astronauts to choose from that will serve as their profile picture throughout the game.