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Requirements

Topic for Project: Nutrition Knowledge Jeopardy Game

Functional Requirements

The user(s) will be able to:

1. Have a choice of performing in teams or as a single player, during the “creation of team” stage of the game.
2. Enter a name they wish to be identified with when they play the game during the “creation of team” process, before the game begins.
3. Click a point option under a category they wish to answer questions from and have the chance to win points. (These questions would need to be multiple choice to get correct answer rewards or wrong answer penalties).
4. Answer a timed question that appears on the questions.
5. Be met by a penalty of an exercise procedure they must complete to proceed in the game.
   1. An alert will present itself when a team or player answers a question incorrectly. There will be a penalty action that the team or player must take part of to get past the alert. They may pass the alert when they click the screen.
   2. If the user(s) gets a question correct, their score will increase corresponding to the points they chose from the category.
6. See the final results and their score displayed on a dashboard to observe their rank compared to others who have played the game.

Nonfunctional Requirements

1. Scalability – This game should be able to be compatible with mobile devices.
2. Each question will be limited to a timer of 30 seconds.
3. Each penalty should not take any longer than 30 seconds.
4. The game should be able to handle team options.
5. Time to generate the scores of the game should not take more than 20 seconds.
6. A timer must begin as soon as a question is presented on the screen of the user.
7. Whether the user got the right or wrong answer should be within 20 seconds of answering the question.