

# Software Requirements Specification

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## *QuestNest*

CS411W - Lab #2  
Team Ruby's QuestNest  
Colin T. McGowan

Old Dominion University  
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# **1.0 Introduction**

## **1.1 Purpose**

The purpose of this document is to provide insight for the application, QuestNest, through the provided specifications and requirements.

## **1.2 Scope**

Busy families distribute chores in their household among each member of the family. However, these situations will often lead to one member doing all of them, themselves. QuestNest is a gamified chore-tracking application that aims to incentivize all members of the household to complete their assigned tasks using a rewards system.

## 1.3 Definitions, Acronyms, and Abbreviations

**Experience Points (XP)** - points awarded as a progression indicator.

**Collaborative Family Reward** - collaborative custom chores awarded if all members of the family complete their assigned tasks.

**Push Notification** - an alert received from an application to notify when there is a new event or message to view.

## 1.4 References

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## 1.5 Overview

Section 2.0 will provide a general description of the application.

## 2.0 Overall Description

### 2.1 Product Perspective

QuestNest is a cross-platform mobile application that provides caretakers a way to post chores for their children to view, and a rewards system to incentivize their children to complete them. The application seeks to help mend the tensions, caused by the stress of chores, found in homes by getting everyone involved using a self-benefitting approach for those that do.

### 2.2 Product Functions

QuestNest implements a tiered leveling system, which utilizes experience points (XP). Children that complete their chores accumulate XP and will level-up upon meeting the required threshold. Once the next level has been reached, the child may be permitted access to rewards that were previously not available. Collaborative family rewards can be designated to entice all members of the household to complete their chores, by achieving a reward that the family can enjoy together. All rewards and tasks are customized and submitted by the caretakers. When a child completes their task, they must submit photo or video proof of the completed task. The caretaker approves or disapproves their submission, which will dictate the child receiving their XP for the task or not. There will be a shared family calendar that all family members have access to, and will be a designated area for all to see what tasks they must complete.

### 2.3 User Characteristics

QuestNest aims to satisfy two groups of users: Caretakers and Children. The caretakers will have the administrative-like power to define the outcomes for their children. The children will be able to define their success within the parameters the caretakers have set. This relationship dynamic seeks to enforce leaving the power to the parent, while the children may seek to reap the rewards that are able to be afforded in the environment their parents build.

### 2.4 Constraints

N/A...

### 2.5 Assumptions and Dependencies

N/A...