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Goal Statement: The goal of our project is to give people access to a platform that will help them develop their programming abilities by solving programming challenges while competing with other users.

Part 1: User Stories

Story 1:

As a college student looking to get my first internship this summer, I wanted to refine my problem-solving and coding abilities. I have a very competitive nature, so being able to compete with people in a real-time scenario would be a major plus. I want to be able to practice programming problems in both a competitive and a more relaxed environment.

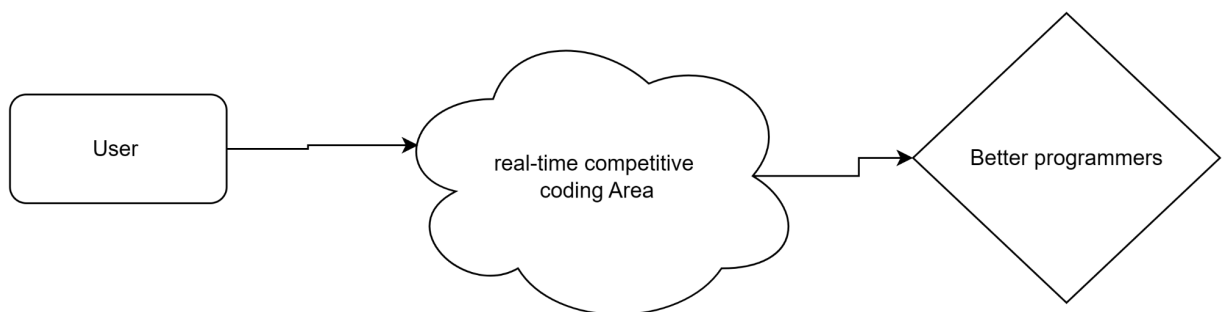
Part 2

Flowchart Symbol Meanings:

- **Diamond:** Denotes the current state of the user or program.
- **Rectangle:** Indicates a specific process or operation.
- **Oval:** Represents actions related to testing and user input.
- **Cloud:** Signifies online interactions and activities between users.
- **Triangle:** Marks a point where a user can choose between two different paths.

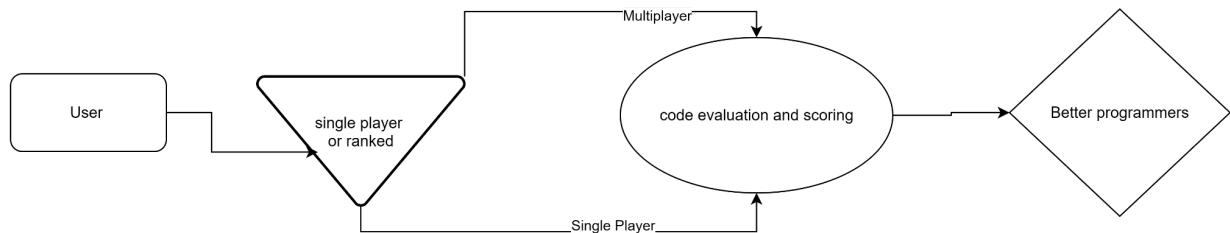
Design level 1:

The user is represented as a rectangle. They entered our application for a real-time competitive coding experience. They leave learning how to be better programmers and earn rank points.



Design level 2:

The user can now have the choice of picking between single-player content and multiplayer. After choosing a path. They are placed into programming sessions where they are evaluated. Afterwards, they can become better programmers and earn rank points if they picked multiplayer.



Design level 3:

The user can pick between single-player and multiplayer content. If they pick single-player, they will be able to try LeetCode-style problems. Then those problems will be evaluated and scored. For multiplayer, they will be in a 1v1 session that puts them against another user. Afterwards, they will be evaluated and either gain or lose rank points. Either path will lead to the user becoming a better programmer.

