**Xenon Requirements**

* Add third level – level will be an increased difficulty level with a different GUI interaction
* Construct a non-relational database
* Clean-up code (rename variables, etc)
* Add login to track progress and aid in other functionality
* Add feedback method to show students what molecules they missed and their percent correct
* Add method to re-enter the game at the level which was last played, instead of having to start all over again.
* Redo how test bank operates to allow iteration over each level’s bank
* Create report(s) of student’s progress
* Add mastery level if time allows

As far as non-functional requirements, we will need to create a story board to showcase our vision of the project. Roles will be assigned to all participants. A meeting schedule needs to be implemented to collaborate on a weekly basis. Databases need to be investigated to determine the best and user-friendly software for this type of project.

The leads, Dr. Gunay and Dr. Gluick, expressed their desire to add a level and possibly a fourth. Past developers lacked organization and were sloppy code writers. They hope to not only add levels, but also more monitoring functionality by the inclusion of a database. Additionally, they wish to have the code be cleaned so as to facilitate future upgrades. A beta prototype should be functional by October. They both liked the graphics already in place and encouraged creativity on our end for the future levels. Dr. Gluick will email the fourth level molecules in the near future.