Software Requirements Specification

Educational Quiz Game Framework

Revision 1

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# **Purpose**

This document provides a high level overview of the solution for managing and delivering instructor-defined quizzes as games to be completed by students on iPads. It is intended to describe the intended functionality desired by the client as well as an overview of the intended system architecture.

## Revision History

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| --- | --- | --- | --- |
| **Revision #** | **Date** | **Description** | **Revision by** |
| 1 | 12/18/2015 | First draft | SL/GP |
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# **Introduction**

The system is intended to allow instructors (and later, authorized students) to create quiz questions and quizzes that can be played through by students on tablet devices. The quizzes and quiz content will be created and customized by the instructor through a web interface, where she/he can create quizzes with modules of questions and later retrieve student result data.

Students will complete a quiz on an iPad, represented by a game. At specific checkpoints, they will need to complete a module of questions in order to progress through the game. After completing the game/quiz, their results will be made available for the instructor.

The deliverable for the current project is to produce a web application and web service which allow instructors to customize, deliver and review quizzes, and a mobile application which can retrieve quizzes, demonstrate a basic game, and send the results to the web component.

# **Functional Requirements**

#### Use Cases



**Non-Functional Requirements**

* The mobile application must run on an iPad.

**Physical View**



**Logical View**

#### Entity Relationship Diagram



#### Class Diagram

# **Process View**

# **Development View**