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| **Quality goals** | **Description** |
| **Reliability** | The game should run without crashes, freezes, or major bugs across all supported platforms. Core mechanics must function as anticipated under expected load conditions. |
| **Maintainability** | Code should be well-documented and version-controlled to facilitate updates, bug fixes, and features additions. |
| **Accuracy** | Game mechanics must align with design specifications. |
| **Correctness** | The game must meet all functional and non-functional requirements. |
| **Compatibility** | Ensure the game runs on all declared platforms/OS versions and supports common peripherals. |
| **Scalability** | Design should allow for future content updates without affecting the core functionality. |