Description

Functional Requirements

General Goal: A stand-alone musical game that runs on Windows desktop.

Restraints

- Memory cost
- CPU cost
- Financial cost
- Duration requirement

Game Modes

- Story mode
- Zen mode
- Pure mode
- Simulation mode

Non-functional Requirements

General Goal: Easy to get on and appeal to people cross age, culture and gender.

- Great music collection
    - Respecting the historical facts
    - Highly distinguishable, iconic composes
- Intuitive, beautiful, smooth UI and UX
    - Beautiflul patterns, layout, and font
    - Instant feedback
    - Smooth but not too distracting transition animation