**COSC-2200-06 – Group 5**

**Requirements Specification**

Must Have

- 8 playable cards (with individual functionality)

- 3 automated towers

- game map to place cards on

- elixir/energy functionality

- sprites to represent cards on the field

- essential user interface (card selection, elixir count)

- it must be two-player

- an option to play against an AI

Should Have

- stat tracking

- game logging

- individual user accounts for stats

- user guide

Could Have

- advanced user-interface (show both usernames)

- overall leaderboard for stats

- more than 8 cards to build a deck from

- in-game tutorial

- different maps

- advanced animations

- ability to view individual card specs (damage, health, speed, etc).

Will not Have

- online networking

- loot boxes

- cosmetic items

- replay system

- a variety of game modes