## Functional Requirements

### The following requirements have been identified for successful completion of the “Portals of Technoprolis” RPG-C# project.

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| ID | Requirement | Notes | Priority |
| 1.1 | The system will allow the user to create a name for their character. | Reference Sims-3 character Naming | 1 |
| 1.2 | The system will provide a list of skill-attributes for the created character. And display these attributes in the correct screen. | Reference D&D Online style attribute listings for a created character. | 1 |
| 1.3 | The system will provide methods to earn experience and gain points through environment interaction. | Quests in the RPG-style | 1 |
| 1.4 | The system allows the user to choose a weapon for environmental interaction | Text-based, like user selects “old sword”. | 1 |
| 1.5 | The system provides an output of the user interaction from the environment. | User interaction displaying like: “You deal 2 hit points to the creature”. | 2 |
| /\* | See: ’PoT-Use-Case-Update’ diagram. The ID value in this document matches the Fr #.# in the blue block of that diagram. | Priority 1 completion will allow Priority 2 to be accomplished more efficiently. | \*/ |