1. Functional Requirements

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

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.	Upon quest completion using the software design "Strategy" implementation.	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 dynamically type a valid weapon range number to deal damage.	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 x amount of damage to NPC"	2
1.6	The system provides a display for the user's stats. (ln54 Player : Character class)	The method will be up to date with battle-stats earned from NPC interaction.	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.	*/