Column 1	Description
UR_ESCAPE	The player needs to be able to escape the maze within 5 minutes and fails otherwise
UR_PAUSE	The player needs to be able to pause the game at any given time during play.
UR_EVENTS	The game shall include at least 3 positive, 5 negative and 3 hidden events.
UR_ACCESSIBILITY	The game shall be accessible to as wide an audience as possible
UR_VISIBILITY	The player should be able to view the whole map and its boundaries at all times (details of map contents may be hidden).
UR_LEADERBOARD	The game shall display a leaderboard with the name and score of the top 5 scores
UR_ACHIEVEMENTS	The game shall include achievements displayed on screen that changes the players final score positively or negatively. This should be visible to the player during gameplay and after completion.
UR_EASE	Due to mass market target audience game should be easy enough to win for new and average players alike.
UR_SCORE	The player 'wins' the game by escaping the maze within the time, as fast as possible and a score is given based on the time taken and event interactions..
UR_TONE	The games tone should be family friendly with light humour without adult or overly violent themes.
UR_HOW	The player should know how to play the game via some clear instructions/ tutorial
UR_SAVE	The user should be able to save their current progress in the maze

Priority
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ID	Description	User Requirements
FR_TIMER	The game shall implement a timer to track the players play and escape time throughout the game.	UR_ESCAPE
FR_EVENTS	The game will detect and trigger events based on players interaction/collisions accordingly	UR_EVENTS
FR_MAP	The map will be a hardcoded 2D maze and visable at all times with clear boundaries.	UR_VISABILITY, UR_EASE
FR_MOVEMENT	The game shall allow the player avatar to navigate the map using standard directional keyboard inputs.	UR_ACCESSIBILITY, UR_EASE
FR_SCORE_CALC	The game should calculate a score based on the players escape time, with a fail scenario should 5 minutes elapse before escape.	UR_SCORE
FR_RESET	The game shall reset/restart appropriately if player either wins/fails/quits the game.	UR_ESCAPE
FR_RESUME	The game shall resume seamlessly from pause with no background AI or physics persisting behind pause.	UR_PAUSE
FR_INVARIANTS	The game should always have a means to win (escape), the timer should always track player time, player avatar must should always respond to	UR_HOW, UR_ESCAPE, UR_SCORE
...	...	...

ID	Description	User requirements	Fit criteria
NFR_USABILITY	Game shall be simple and intuitive with limited instruction	UR_ACCESSIBILITY	90% of testers should be able to complete the maze based soley on
NFR_RELIABILITY	The game shall remain stable during and after play	UR_ESCAPE	>= 90% of test runs (incl failure runs) should end without a crash or
NFR_RESILIENCE	The game should handle invalid inputs or missing objects appropriately	UR_ACCESSIBILITY	Should a player try to interact with an area/object/npc without meeting the
NFR_PERFORMANCE	The games performance shall run consistantly smooth	UR_VISIBILITY	The framerates should run within acceptable range (30-60fps) on
NFR_LEGAL	No assets or code can be implemented from illegal / copyrighted sources	UR_VISABILITY, UR_TONE	100% of external assets and designs should be verified for fair legal use
NFR_UI	The map and user interface should be clear and accessible	UR_ACCESSIBILITY	The map and maze design should be clear and intuitive, with text prompts
NFR_AESTHETIC	The game shall have a fantasy univerity theme with magical elements and assets with light humor and be family friendly	UR_TONE	The map, maze and NPC's shall all fit within the fantasy theme with magic
NFR_INSTRUCTIONS	The player should know how to navigate the maze via input keys and how to win the game (escape).	UR_HOW, UR_ESCAPE	The game shall feature an instructions page within the menu
...	...	...	...

ID	Description	Fit Criterion
CR_ENGINE	The game must be built in a Java based engine for PC only. No supoort for other devices.	Runs successfully on windows/linuxPC hardware without additional dependancies using Java runtime.
CR_HARDCODED	The games map and structures should be hard coded.	Game shall load the same map layout every run without procedural generation.
CR_ASSETS	The games assets shall be sourced from legally sound 3rd parites, AI generated or built from scratch.	3rd party assets used shall be documented, cited and verified for legal use.
CR_AI_LIMIT	No part of the games programming can be constructed with the use of AI.	Git comment logs/google doc documented tasks detail proof of no AI use for programming of the game.
CR_TIMEFRAME	A finished, fuly working first iteration of the game must be completed and tested by 10/11/2025	All core FR's implemented and tested by first assessment milestone: (10/11/2025).
CR_RESOLUTION	The game shall be a fixed screen resolution of 1920 x 1080	Full map visable and clear on a standard 1920 x 1080 resolution for 16:9 average monitor size.
CR_CHEAT	The player should only win the game according to the rules/map limitations.	The player should not be able to escape the maze or win by other means such as manipulations or bugs.
CR_FORBIDDEN	The game shall make clear what the player can and cannot interact with.	The API should be accessible to developers only with no access available to the player. The player should
CR_RATING	Must be accessible to average player and be family friendly	The game difficulty should not be overly complex or competetive and not feature adult themes or violence.
...	...	...