Quality Attribute Scenarios:
1. Scenario 1: Connor; Ensuring correctness and predictability of user input into the system during runtime.
    a. Source of stimulus: (external) Player/user
    b. Stimulus: Information is entered into a text field
    c. Environment: At runtime, during a level
    d. Artifact: Text field within a level
    e. Response: The text field should only accept numeric input, and should only display numeric values.
    f. Response measure: The system should filter out non-numbered input, and only display valid numbers as the user inputs them.
2. Scenario 2: Cailey
    a. Source of stimulus: An external user (player) of the game.
    b. Stimulus: User drags an item for a duration of 2 seconds.
    c. Environment: The game is running under normal load.
    d. Artifact: The UI of the puzzle/level.
    e. Response: The item visually tracks the mouse cursor's position.
    f. Response measure: The visual delay between the mouse movement and the item's repositioning is less than 50 ms.
3. Scenario 3: Sonia - "A player wants to solve a puzzle by selecting the correct spot along a unit circle."
    a. Source of stimulus: External user moving the "dial" or object
    b. Stimulus: The object being moved by the user dragging it
    c. Environment: The game is running and the player is on a level that requires a solution in the form of a position around the unit circle.
    d. Artifact: The frame in which the puzzle is being solved, and the specific piece being moved
    e. Response: The dial/object can only be moved around the fixed point at the center of the circle
    f. Response measure: There should be a range within the frame where the object is at the correct angle
4. Scenario 4: Janeen - "if a team member wants to add/change a puzzle in one of the rooms, it would be done during the time of coding and it should take less than 1 day to make the change as well as test it. Additionally, no negative side effects would occur after the change" (Modifiability)
    a. Source of stimulus: internal (a team member)
    b. Stimulus: a new or different puzzle
    c. Environment: during the time of coding/designing
    d. Artifact: the code (specifically the code pertaining to the room/puzzle they wish to change)

e. Response: this change is made with no negative side effects
f. Response measure: running the game remains the same as before