**Requirements and Quality Expectations**

**Must Have**

The game must have a fully functioning website that accessible in modern web browsers. It must also have an interface that is similar in design to wiki websites with pages that contain content from the Edward Clark Collection. It must also have a progression system where users unlock new pages by completing minigames and collecting collectables.

**Should Have**

The game should have an account system which allows users to register an account, log in to their account and save their progress. The game should also have a user interface that is accessible on many different devices such as mobile devices. The game should also have ideally 3 minigames.

**Could Have**

The game could have a minigame similar to the game wordle where there is a word and users have a limited amount of guesses to guess the word. It would also show when you got a letter right and the letter is in the correct place or if you got a letter right and it was in the wrong place. The game could also have a word search minigame where there are lots of random letters with words hidden inside that users must find. It could also have a game similar to the game connections where there are 4 rows of 4 words and users must find the connections between 4 words.

**Won’t Have**

The game won’t have a world map that a player character traverses and instead will be in a wiki-based format similar to wikipedia. The game will also not have information on things outside of the Edward Clark Collection.

**Quality Expectations**

The game should have a visually appealing, intuitive and straightforward user interface that is easy to navigate and easy to understand. The minigames should not have any significant glitches and should function as expected. The game should have accurate information on books from the Edward Clark collection. The game should be regularly tested during development to make sure that it works smoothly and correctly.