Requirements and Specifications

List of Requirements

Please list below your **functional** and **non-functional** requirements. You must also prioritise those using the **MoSCoW technique**. You may refer to the lecture notes for a reminder of the different types of requirements and the above technique.

#	Functional/ Non-Functional	Requirement Type	Requirements	Priority (MoSCoW)
1	**Func**	User function User interface	Navigate the website, both getting to each main page wherever they are on the site and navigate to hidden pages with links and urls	M
2	**Func**	User function	Be able to learn about the book	M
3	**Func**	User function	Interact with the site solving puzzles to gain access to new areas of the site and new information	M
4	**Non-F**	System Environmental	Access the site	M+1
5	**Func**	Process	Click navigation buttons	M
6	**Func**	User interface	Represent the genre of book visually	S
7	**Func**	External interface	Be viewable on the most popular browsers	S
8	**Func**	User interface	Appeal to the target audience	S
9	**Func**	User function	Must be interactive media	M
10	**Func**	User function	Must advertise the product	M
11	**Non-F**	Applicable standards	All assets be cleared for commercial use	M
12	**Non-F**	Applicable standards	W3C approved	S
13	**Func**	Process	Be able to save progress	C
14	**Non-F**	Applicable standards	Adhere to accessing users computer standards	C

List of Specifications

Please list below the **relevant specifications per requirement** above **based on your team role**, e.g. engineer, designer, artist. *(Please delete the role(s) that are irrelevant to you)*

Engineer specifications
1 - Have a useable navigation bar to navigate between main pages, always at the top of every page
3 - Have interactive elements on a page with embedded micro games and clickable elements
4 - Host the site where the users will be able to access it
5 - Make buttons do the required action when clicked
7 - Create code that works on Firefox and Chrome, use testing
9 - Use testing methods to ensure the site is engaging and interactive enough
11 - Make sure development tools and assets are free to use in commercial projects
12 - Test site code with w3c standards tools and make required changes
13 - Use cookies to save data relating to progress
14 - Check standards with saving data and make appropriate additions and changes