

Functional Requirements

- A player can be able to receive resources
- A player can be able to receive orders
- A player can be able to trade with a player and the bank at any time
- Players can be able to complete orders if they have 3/3 needed resources
- Players can choose to not fulfill an order and lose one point, when they don't have at least 2/3 required resources to complete the order.

Non-Functional Requirements

- The system is resilient (can save the last state of the game in case of a crash)
- Trading time-out (only applied when trading with another player): a player can wait a maximum of 6 seconds to trade with the other
- The game ends in 120 seconds
- Completing an order takes 3 seconds
- Trading with the bank takes 8 seconds
- The system attributes 3 random resources to a player after they fulfill an order
- A player can have a maximum of 5 resources at once

