# Business Requirements

- Design and create an extreme skiing game
- Create three levels of increasing difficulty
- Implement SCRUM development life cycle
- Utilize JIRA for project management
- Use Github to host project code

# User Requirements

- User shall have the ability to interact and navigate menu to start game, look at scoreboards
- User shall be able to save their highest reached level number for their progress
- User shall be able to load back to their saved highest level number
- User shall be able to choose which unlocked levels they can play
- User shall have the ability to interact with the game through keyboard controls
- User shall have the ability to restart the level

# External Interfaces

- External data inputs
  - Mouse and keyboard
- External inputs from the user can change the graphics displayed to the user in the menu
- External inputs from the user while in a level will allow the user to control the playable character in the levels
- Local errors shall be handled by the software so as to not cause a fatal crash and will displayed in the browser log

# System Requirements

- Game System
  - Software subsystems:
    - Database manager
    - Graphical user interface
      - Menu interface
      - Playable levels
  - Hardware subsystems:
    - User mouse and keyboard
  - People:
    - User

# Functional Requirements

- Game shall have a menu screen when the web page is loaded.
- Game shall have a levels screen that displays the game levels and which of them are unlocked
- Game shall have a leaderboard screen that displays the player scores for each level
- Game shall be responsive to user input and allow the user to navigate the menu
- Game shall have three levels that the user can play.
    - Game shall allow the user to start the game on the first level or load a game
    - Each level shall have a maximum amount of time the user can play for before the user automatically loses.
    - Game allows user interaction with levels through keyboard inputs
- Game shall be able to load user progress (time elapsed, score, level completed)
- Game shall save user progress (time elapsed, score, level completed) at the end of each level
- Game shall display statistics of user's gameplay after the user finishes a level i.e., time elapsed, score.
- Game allows user to progress to the next level upon completion of the previous level

- Features
    - Game shall support multiple user profiles with their own saved information (scores, times, levels completed)