Requirements

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 prioritisation technique.

Functional Requirements	Priority (MoSCoW)
User Function	M/S/C/W
1. Changeable equipment	M
2. Working quests/missions	M
3. Progression system (level up, skills)	M
4. Interactive shop (we are able to buy different items)	M
5. Save and load the game	M
Process	
1. Clear code	M
2. Commented code	S
3. Login and password should match with the database	C
4. The game should be able to access the database from different storage types (internal drive, external drive)	S
Security	
1. Free of viruses	M
2. Username and password needs to be encrypted	C
3. Access levels (Admin, user)	C
4. two factor authentications(2FA or google)	W
User Interface	
1.Working buttons (no dead ends)	M
2.Easy to navigate (button size, field size, colours)	M
3.Customisable Hud (working same on different screen size and resolutions)	C
4. Readable interface (font size, font type)	M
5. Sound effects (sounds, music)	M
External Interface	
1. The menu should be easy to navigate in VR	C
2. The game should be playable on mouse, keyboard and controller	S
3. Playable on external hard drive (ready game playable from pen drive for example)	S
4. Multiscreen support	C

Non-Functional Requirements	Priority (MoSCoW)
Performance	
1. Optimised game (working on computers with low scpec)	M
2. High framerate (60 fps min)	S
3. Compatible with windows (support for window)	M
4. Reasonable loading times (Easy access to database)	S
Design	
1.One style/theme	M
2.Balanced levels	M
3. The game should look the same in different resolutions	M
4. The game should target people with mental difficulties	M
5. The game should target the younger audience	M
6. The game should be educational about COVID	M
Quality	
1. High quality textures	S
2. Bug free (player can report a bug)	M
3. The game should work the same for different platforms	C
4. Compatibility with VR	C