**Requirements**

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| **Functional** | |
| **Name** | **Description** |
| Basic game logic | Dashboard generation**\*** |
| User enters values into cells |
| If desired, the user can delete values ​​from the cells |
| The result is sent for processing and processed according to the rules of the game |
| Depending on the processed result, the user is notified of success or failure |
| Difficulty levels | Dashboard size - level:  6x6 – Easy  10x10 – Normal  16x16 - Hard |
| Notes in cells | Mode in which you can enter the numbers 1-9 together into the cell. For example: |
| Dashboard cleaning | All values ​​entered by the user are deleted |
| «New game» | Clearing the dashboard + dashboard generation |
| Save points | The ability to repeatedly save the state of the dashboard for real-time use directly during a game session**\*\*** |
| The ability to open one of the saved states of the dashboard directly during the game session |
| The ability to overwrite at the user's request a certain state of the dashboard directly during the game session |
| Rating table | From the start of a new game, a timer counts down how long the game session lasts |
| After the *successful* completion of the game, the timer time is saved in the rating table |
| According to the number of game difficulties, there are three rating tables |

**\*** - that is, the answer values ​​in the cells and sum values, not the form of the dashboard.

**\*\*** - game session - game from the start of the timer until the successful completion of the game, until the start of a new game or until the import of the game's own configuration**\*\*\***

**\*\*\*** - the state of the dashboard and the time of the game timer are saved

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| **Non-functional** | | |
| **Name** | | **Description** |
| User interface | Dashboard |  |
| There are three forms of the dashboard, respectively, for the three difficulties of the game. |
| External settings dashboard view and application | + the function of showing the correct answers - to check the correctness of the game. |