**Functional Requirements**

* **System shall use a RMDBS for all persistent data stores.**
* **System shall Authenticate a Player.**
* **System shall let a Player start a new game.**
* **System shall offer Levels of increasing difficulty.**
* **System shall allow the Player to purchase Treasure Packs.**
* **System shall allow the Player to collect Units.**
* **System shall allow the Player to collect Items.**
* **System shall allow the Player to equip items to Units.**
* **System shall provide the Player with a persistent Inventory.**
* **System shall allow the Player to select active Units on a per Level basis.**
* **System shall allow the Player to select Chewable Items on a per Level basis.**
* **System shall save the Players Progress.**
* **System shall save the Players Score after each Win or Lose.**
* **System shall allow the Player to return to the last completed Level.**
* **System shall allow the Player to view their top Scores.**
* **System shall allow the Player to view completed Levels.**
* **System shall allow the Player to view incomplete Levels.**
* **System shall allow the Player to collect Soft Currency.**
* **System shall allow the Player to purchase Hard Currency.**
* **System shall allow the Player to view their Inventory.**
* **System shall allow the Player to purchase items with Soft/Hard currency.**
* **System shall award item and unit rewards after each completed Level.**

**Non-Functional Requirements**

* **System shall be easy to use. (measured by user feedback)**
  + **Product Requirements**
  + **Usability Requirements**
* **System shall control access to data.**
  + **External Requirements**
  + **Privacy Requirements**
* **System shall use industry standards.**
  + **Organizational Requirements**
  + **Standards Requirements**
* **System shall be usable without an internet connection.**
  + **Usability Requirements**