**191111 Update**

**Functional Requirements**

1. **System shall use a RMDBS for all persistent data stores.**
2. **System shall Authenticate a Player.**
3. **System shall let a Player start a new game.**
4. **System shall offer Levels of increasing difficulty.**
5. **System shall allow the Player to purchase Treasure Packs.**
6. **System shall allow the Player to collect Units.**
7. **System shall allow the Player to equip items to Units.**
8. **System shall allow the Player to select active Units on a per Level basis.**
9. **System shall allow the Player to select Chewable Items on a per Level basis.**
10. **System shall save the Players Progress.**
11. **System shall save the Players Score after each Win or Lose.**
12. **System shall allow the Player to return to the last completed Level.**
13. **System shall allow the Player to view their top Scores.**
14. **System shall allow the Player to view completed Levels.**
15. **System shall allow the Player to view incomplete Levels.**
16. **System shall allow the Player to purchase items with Soft/Hard currency.**
17. **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**