The requirements for the project were determined by the group, after reading the product brief shared by the customer and two interview sessions. The Interview sessions were useful for clarification, and to explore the wider context of the project.

The Game shall enable players to explore a spaceship in real time whist arresting the eight hostiles that have infiltrated the ship.

**User Requirements**

|  |  |  |
| --- | --- | --- |
| ID | Description | Priority |
| UR\_REAL\_TIME | The game shall be played in real time | Shall |
| UR\_WORLD | The game shall be set in a Space Station | Shall |
| UR\_WORLD\_ROOMS | The game shall have at least 4 rooms | Shall |
| UR\_WORLD\_ROOMS\_EXTRA | The game may have more than 4 rooms | May |
| UR\_WORLD\_  INFIRMARY | The game world shall have an Infirmary room, where the character can heal | Shall |
| UR\_WORLD\_SYSTEMS | The game world shall have at least 15 systems that can be interacted with in the rooms | Shall |
| UR\_WORLD\_SYSTEMS\_EXTRA | The game world may have more than 15 intractable systems | May |
| UR\_PLAYER | The character shall be controllable by the player | Shall |
| UR\_PLAYER\_TELEPORT | The character shall be able to teleport between rooms | Shall |
| UR\_ENEMY | There shall be 8 hostile operatives that aim to sabotage systems | Shall |
| UR\_ENEMY\_ABILITY | The Enemies will have at least 3 distinct abilities | Shall |
| UR\_WIN | The game is won when all 8 enemies are arrested | Shall |
| UR\_LOSS | The game is lost when 15 systems are destroyed | Shall |
| UR\_UX | The game shall offer a pleasant user experience | Shall |

**Functional Requirements**

|  |  |  |
| --- | --- | --- |
| ID | Description | User Requirement |
|  |  |  |
|  |  |  |