

A few requirements were not met when implementing the project. These were all “Should” requirements, and all the “Shall” requirements were met. The requirements not met are:

ID	Description	Priority
UR_MENU	Players can start a new game and learn about the game from a main menu	Should
UR_MENU_PAUSE	Players can pause and exit the game from a pause menu	Should
ID	Description	User Requirement
FR_HEALTH	The player should have a health meter that can be refilled	UR_WORLD_INFIRMARY