# Requirements:

Specified features:
- 8 operatives who are sabotaging systems
    - Operative AI
- Player notified when a sabotage is attempted
- Lose if 15 > systems are destroyed
- Win if all operatives are arrested
- Ability to arrest operatives
    - Combat?
- Station inhabited by humans + aliens
    - Bystanders?
    - Or just ignore them

Required features:
- There must be at least 4 types of rooms in the station (e.g. cargo bays, personnel quarters, infirmary)
- Rooms can have teleportation pads from which Auber (but not infiltrators) can teleport to any other teleportation pad in the station
- There must be at least 3 distinct special abilities within the group of infiltrators
- Auber can teleport to the infirmary to heal
    - Infirmary must have tp
    - Health system
- The game must be real-time (not turn-based)

Client meeting:
- Scalable UI
- No extreme violence

Non-specified:
- Menu
- Music/SFX

# Categories:

Map: (design)
- > 15 systems
- Teleport pads
- Infirmary (With TP)
- Starting point (Auber)
- Starting point (Operatives)
- System representation

Menu: (design)
- Start button (some way of starting game)
- UI scaling (doesn't need to be in menu but would fit here)

Operatives: (Design)
- AI
- Abilities (what all operatives can do)

- Special abilities (for 3 of them)
- System representation

Player (design)
- Controls
- Abilities (what player can do)
- System representation

Game engine stuff (don't have to use a GE but it seems sensible) (research)
- Graphics system
- UI (overlay stuff)
- Map (background image)
- Moving sprites

Art (find or make)
- Player
- Operatives
- Map (tiles)
- GUI (buttons)

Sounds (find or make)
- Music (background/general)
- SFX