INDEX	ID	DESCRIPTION	PRIORITY
1	UR_SWITCHING_COOKS	The user should be able to switch between cooks	Shall
2	UR_MOVING_COOK	The user needs to be able to move the cook to the cutting, baking, frying and serving stations and the pantry.	Shall
3	UR_COOK_ACTION	The user needs to be able to interact with the stations their cooks are standing near	Shall
4	UR_STATION_ACTION	While using the station the user needs to be able to complete an action (i.e. flipping a patty). If they fail this, they have to restart the step	Shall
5	UR_COOK_STACK	The user needs to be able to stack ingredients from different stations to a cook - essentially a cooks inventory	Needs
6	UR_CUSTOMER_VIEW	The user needs to be able to see the waiting customers, their orders and the recipes of the orders	Shall
7	UR_TIME_CUSTOMERS	User needs to be able to see how much time has elapsed since the customer has placed their order	May
8	UR_REPUTATION	The user starts with 3 reputation points (essentially HP). These need to be clearly displayed and possibly can be increased	Shall
9	UR_EARNINGS	Users need to be able to collect earnings. Current earnings shown clearly to the user.	Shall
10	UR_MAX_SERVE	User needs to be able to see their maximum number of customers they have served in endless mode	Shall
11	UR_SCENARIO_TIME	In scenario mode the user should know how long it took them to complete the scenario	Shall
12	UR_USER_EXPERIENCE	The user should be familiar with the design of the game, and it should be simple and intuitive.	Should