Updated urs and moskow document

Functional requirements

FR-01 - have a task tracker that keep up with the progress of the user

FR-02 - have an item tracker with items that the player needs and will need for quest and hideout upgrades

FR-03 - give the user recommendations for quest and items to focus on if the player clicks the button for it

FR-04 - users must be able to make an account

FR-05 - give the user info on what ammo is “good” to use

FR-06 - show what items the user won’t need anymore and where to sell it

FR-07 - give the user info for gunsmith tasks

FR-08 - give the user gun builds they can make for different price ranges

FR-09 - admin can easily add new information/custom quest paths`

Non-functional requirements

NFR-01- security for login data and user info

NFR-02 - user friendly interface clear buttons to navigate between screens

Most have

FR-01 - have a task tracker that keep up with the progress of the user

FR-04 - users must be able to make an account

NFR-01- security for login data and user info

NFR-02 - user friendly interface clear buttons to navigate between screens

Should have

FR-02 - have an item tracker with items that the player needs and will need for quest and hideout upgrades

FR-03 - give the user recommendations for quest and items to focus on if the player clicks the button for it

FR-09 - admin can easily add new information/custom quest paths`

Could have

FR-05 - give the user info on what ammo is “good” to use

FR-06 - show what items the user won’t need anymore and where to sell it

FR-07 - give the user info for gunsmith tasks

FR-08 - give the user gun builds they can make for different price ranges

Use cases

**Use Case 01: Track Task Progress**

**FR ID:** FR-01  
**Description:** Allows the user to track their quest progress in Tarkov.  
**Actors:** User  
**Preconditions:** User is logged in.  
**Flow:**

1. User navigates to the task tracker.
2. User selects a quest they are working on.
3. User marks objectives as completed.
4. System updates quest progress.
5. User can see completed/incomplete tasks.

**Use Case 02: Track Required Items**

**FR ID:** FR-02  
**Description:** Tracks items needed for quests and hideout upgrades.  
**Actors:** User  
**Preconditions:** User is logged in.  
**Flow:**

1. User navigates to the item tracker.
2. System displays items required for active quests and hideout upgrades.
3. User marks collected items.
4. System updates the list and removes collected items.

**Use Case 03: Get Recommendations for Tasks & Items**

**FR ID:** FR-03  
**Description:** Suggests quests or items to prioritize.  
**Actors:** User  
**Preconditions:** User is logged in and tracking tasks/items.  
**Flow:**

1. User clicks the "Recommend Next" button.
2. System analyzes the user’s current progress.
3. System suggests high-priority quests or important items.

**Use Case 04: Create an Account**

**FR ID:** FR-04  
**Description:** Allows users to register an account.  
**Actors:** User  
**Preconditions:** None  
**Flow:**

1. User clicks "Sign Up."
2. User enters username, email, and password.
3. System validates inputs.
4. System creates the account and logs in the user.

**Use Case 05: Login to Account**

**FR ID:** FR-04  
**Description:** Allows users to log in to their account.  
**Actors:** User  
**Preconditions:** User has an existing account.  
**Flow:**

1. User enters login credentials.
2. System validates credentials.
3. System grants access to the user.

**Use Case 06: Display Recommended Ammo**

**FR ID:** FR-05, FR-07  
**Description:** Shows recommended ammo for different scenarios.  
**Actors:** User  
**Preconditions:** User is logged in.  
**Flow:**

1. User navigates to the ammo guide.
2. System displays a list of effective ammo types for different calibers.
3. User selects a caliber to see details.

**Use Case 07: Show Unneeded Items & Where to Sell**

**FR ID:** FR-06  
**Description:** Displays surplus items and the best place to sell them.  
**Actors:** User  
**Preconditions:** User has tracked items in their inventory.  
**Flow:**

1. User navigates to the "Unneeded Items" section.
2. System displays items no longer required.
3. System suggests the best vendor or flea market price.

**Use Case 08: Guide for Gunsmith Tasks**

**FR ID:** FR-08  
**Description:** Provides step-by-step information on Gunsmith quests.  
**Actors:** User  
**Preconditions:** User is logged in.  
**Flow:**

1. User selects a Gunsmith quest.
2. System displays required weapon parts and instructions.
3. User follows the guide to modify their weapon.

**Use Case 09: Get Gun Builds for Different Price Ranges**

**FR ID:** FR-09  
**Description:** Shows weapon builds based on budget.  
**Actors:** User  
**Preconditions:** User is logged in.  
**Flow:**

1. User selects a weapon they want to build.
2. System displays builds for budget, mid-tier, and high-end options.
3. User picks a build and sees required parts.

**Use Case 10: Admin Adds New Content**

**FR ID:** FR-10  
**Description:** Allows admins to add new quest paths and information.  
**Actors:** Admin  
**Preconditions:** Admin is logged in.  
**Flow:**

1. Admin navigates to the content management panel.
2. Admin selects "Add New Quest" or "Edit Quest Paths."
3. Admin enters quest details.
4. System updates the database and reflects changes for users.