

Functional Requirements: Integrative Task 3

The program **must be able to**:

RF1: *Have* a graphical interface that allows the visualization of most of the functionalities with which the application will have

RF2: *Allow* the user to choose an avatar which will be the one that will be known from arrival to completion

RF3: *Choose* the mode in which you want to play, so that he himself is the selector of his own destiny.

RF4: *Generate* a world, with a number of random doors and rooms, the treasure in a room, which is the one you want to reach, and finally, the required tokens of the user.

RF5: *View* the number of doors that remain available as the game progresses, to update the user on how it is going during the game

RF6: *Allow* the visualization of the lives (tokens) that each user has left in real time.

RF7: *Show* the best possible path to the treasure after having finished the game, either by having lost or by having won.