

Quality attribute	Refinement	Quality attribute
		source
Availability		
Configurability	Cchange playing experience	User
Modifiability	Creating new levels	Developer
Performance	Frames per second	User
Security		
Testability		
Usability	Ease of use	User
	Ease of user	User

ute scenarios			
stimulus	artifact	environment	Response
change settings	Game	normal operation	settings are used in next game
design quickly	Code/Godot	development environment	Changes made and implemented successfully
Plays the game	game	normal operation	Frames rendered
Go to next Level	game	normal operation	switch to other player
Path drawn on map	game	normal operation	character follows the path

	Business value	Technical risk
Response measure		
correct settings used	medium	low
2h	medium	low
Min 30 FPS	high	high
1 second reaction time	low	medium
Under 50 ms	high	medium