



## Project requirements

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Community & UN SDG(s): Affordable & Clean Energy (SDG 7) - Responsible Consumption & Production (SDG 12)

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### Project Name

Electroflux

### Functional Requirements

1. User should be able to start the game up from the main page
2. User should be able to place building tiles to produce power depending on the power required
3. User should be able to see various attributes like radius, compatibility of location, power production and requirement values, etc. of different buildings
4. User should be able to pause the game
5. User should be able to quit the game
6. User should be able to see the end game screen and learn new facts about everyday power consumption

### Technical/Performance Requirements

The technology infrastructure required from the user is very light, they simply need a browser application and an internet connection, the game should be very easy to run performance wise and not intensive on computer/device resources such as CPU usage, GPU usage and RAM usage.