Requirements Update Report

We chose to carry our own Requirements table from Assessment 2 into Assessment 3. This is because we found the layout of the other group's Requirements table to be confusing due to their separation of system and user requirements, and we thought it would be more intuitive to keep them related. Because our game was very similar to the game we chose to carry through to Assessment 3, using our own Requirements table was simple and only required minor changes to our Test table.

We have only made a couple of changes to our table in Assessment 3. One of these changes was deleting requirement 10c. This is because both the motive clue and murder weapon in this game are text-based, whereas the motive clue and murder weapon in our previous game were both objects within the Ron-Cooke Hub.

We have also decided not to implement the 'Settings' option from requirement 2. This is because we felt it was unnecessary, and we wanted to keep the user interface as simple and intuitive as possible.

Requirements Table: http://wedunnit.me/webfiles/ass3/Requirements_Table_Ass3.pdf