MoSCoW prioritisation

Functional Requirements	Priority (MoSCoW)
1. The user will have to play through the game and have a win or lose condition	M
2. The user will be able to control a character in the game	M
3. There will be a time limit mechanic	S
4. Additional mini games will play a role when completing objectives	S
5. The game will have multiple stages	M
6. The game will contain 3D props and environments	M
7. The user will be in full control of a menu system	M
8. The user will be required to perform kitchen-based tasks such as cleaning	M
9. The user will be required to perform objectives in a living room where tasks will fit the setting like hoovering etc.	M
10. The user will carry out tasks in a garden and will need to complete objectives like raking leaves or other gardening jobs	C
11. The user will be required to perform tasks in a car along a road	C
12. The user will be able to save progress so that they can continue at another point in time	W
Non-functional Requirements	**Priority (MoSCoW)**
1. Models will be high in detail to represent the art style	S
2. The robot will be humanoid in design	S
3. There will be a user interface in the game that will be minimalistic	S
4. Animations will play a role in movement of the character	S
5. The art style will be vintage and realistic	S
6. The user will have access to an informative controls menu	S
7. A backtrack will play through the entire game in a soothing nature	S
8. Audio cues will accompany the player throughout the game	C
9. The game will be playable on a pc platform	M
10. The game will be created in unity	M
11. Movie segments will play in transitional periods	W
12. There will be a fixed camera in a 2.5D perspective	S