# Requirements

1. Who are our prospective users

2. Who are our prospective stakeholders

3.Requirements Elicitation

4. Requirements Modelling

1. Prospective users are Casual gamers and kids that want to learn about recycling because the goal is to clean up and recycle the trash.
2. Disney(Wall-e inspiration), Climate activists and anyone that contributes assets will be stakeholders int he final project
3. Slime rancher for the movement and interaction and survival games For crafting/Inventory methods, Wall-e for theming inspiration
4. Github for version management, unity for development, Jira for progress monitoring, 3dsmax for assets, discord for communication