From the gamer and youtuber user stories, I extracted the system feature of calculating the most optimal craft for each station. This is the primary goal of the software as well. It is to help save hours of math in order to do it for themselves.

From the news reporter user story, I extracted the system feature of integrating the items and crafts into the software so they don’t have to do hours of unlocking and researching in order to make a report on the game.

From the game developer user story, I extracted the system feature of also being able to see least optimal crafts or most expensive crafts so that they can think about balancing and tuning to their liking.