Wow.

You did a VERY nice job on this. It’s very complete and quite detailed.

Your requirements sections need to match the CSC breakdown a bit more closely. You should provide the requirements under headings that match the CSCs you’ve defined. For example, you state that you have:

5.2.1.2 Input Handling CSU

…which has the Windows Mouse and Key input drivers, and the Player Controller Script CSUs. Those two sub-segments need to have their own headers in section 5.3 so that they can be traced to the breakdown. You have LOTS of requirements in there, but they aren’t grouped very effectively so it is difficult for the customer to determine what goes with what.

Another suggestion I have is to re-read this with an eye to a few LESS “hard numbered” requirements. Take a look at some of the things you are signing up for and consider turning them into “will” or “should” statements instead of “shall” statements. For example:

5.3.6 The Unity Game Backend **should** manage unintended failures.

Because this is a “**should**” statement, there ought NOT to be a number, and it needs to be associated with a “shall”. Another example:

5.3.13 The Input Handling CSU shall allow the user to direct the player around each game level.  
The player will be allowed to walk, run and jump around the level, at minimum.  
The player will be able to interact with various objects in the level. This activity will allow the player to make progress towards the goal of the level.  
Levels will include but not be limited to:  
 \* level one: blahblah  
 \* level two: woofwoof  
 \* level three: kadushpakadushpa  
 \* level four: the final level which, when solved, means the user has won the game

I hope these suggestions help you. You really have most everything in there, it just needs some organization applied. Do that by the end of the semester and you’ll have full credit for the assignment!