08/11/17

Potential List of Non-Functional Requirements

- The user's task will be accomplished in the minimal possible amount of clicks relative to the task being performed

- The user's task will be automated and scripted to ensure minimal repetition is required by the user to accomplish a given task. In cases where user repetition cannot be avoided it will be accomplished with the minimal amount possible relative to the task being performed

- The toolkit will provide a code free experience such that the user is not required to modify any particular script in order for it to function as expected

- Pre-established defaults will be established wherever possible with the user being able to easy change default values and cases through a GUI interface, without modifying the source code

- Objects and interactions should work consistently across different types of Unity world environments and setups
  - E.g. A drawer in a quadrilateral space and non-quadrilateral space should function the same

- New features and functionality should be easily added to the existing toolkit without disrupting to the existing feature set
  - E.g. Backwards compatibility of toolkit features
  - E.g. Extension compatibility of toolkit features

Bonus Functional Requirements

- Feature set: See MoSCoW list of features
- Product be live on the Unity Asset store
- Deemed successful if it implements the required features and is live on the Unity asset store