Requirements diagram (SysML)

- <<requirement>> <<RF>> **Personalización de personaje** — Text = ""
- <<requirement>> <<RF>> **Clases** — Text = "" ID = "RF16"
- <<requirement>> <<RF>> **Sistema de progresión** — Text = "" ID = "RF6"
- <<requirement>> <<RF>> **Música** — Text = "" ID = "RF18"
- <<requirement>> <<RF>> **Puzzles** — Text = "" ID = "RF14"
- <<requirement>> <<RF>> **Mapa** — Text = "" ID = "RF27"
- <<requirement>> <<RF>> **Tutorial** — Text = "" ID = "RF22"
- <<requirement>> <<RF>> **Multijugador** — Text = "" ID = "RF25"
- <<requirement>> <<RF>> **Inventario** — Text = "" ID = "RF9"
- <<requirement>> <<RF>> **Personaje principal** — Text = "" ID = "RF26"
- <<requirement>> <<RF>> **Mundo** — Text = "" ID = "RF2"
- <<requirement>> <<RF>> **Generación de mundo aleatoria** — Text = "" ID = "RF21"
- <<requirement>> <<RF>> **Menús de juego** — Text = "" ID = "RF20"
- <<requirement>> <<RF>> **Guardado** — Text = "" ID = "RF7"
- <<requirement>> <<RF>> **Interactuar con los objetos del mundo** — Text = "" ID = "RF1"
- <<requirement>> <<RF>> **Armas** — Text = "" ID = "RF10"
- <<requirement>> <<RF>> **Armaduras** — Text = "" ID = "RF11"
- <<requirement>> <<RF>> **Consumibles** — Text = "" ID = "RF12"
- <<requirement>> <<RF>> **Habilidades** — Text = "" ID = "RF8"
- <<requirement>> <<RF>> **Logros** — Text = "" ID = "RF24"
- <<requirement>> <<RF>> **Diálogos** — Text = "" ID = "RF5"
- <<requirement>> <<RF>> **Gráficos ajustables** — Text = "" ID = "RF28"
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- <<requirement>> <<RF>> **Npc's** — Text = "" ID = "RF15"
- <<requirement>> <<RF>> **Mundo variable por dificultad** — Text = "" ID = "RF23"
- <<requirement>> <<RF>> **Diferentes finales** — Text = "" ID = "RF13"
- <<requirement>> <<RF>> **"Jefes"** — Text = "" ID = "RF4"
- <<requirement>> <<RF>> **Combate** — Text = "" ID = "RF3"

- <<requirement>> <<RNF>> **Minimizar errores (bugs)** — Text = "" ID = "RNF1" source = "" kind = "" verifyMethod = "" risk = ""
- <<requirement>> <<RNF>> **Código limpio** — Text = "" ID = "RNF2" source = "" kind = "" verifyMethod = "" risk = "" status = ""
- <<requirement>> <<RNF>> **Disponibilidad en varios idiomas** — Text = "" ID = "RNF3" source = "" kind = "" verifyMethod = "" risk = ""
- <<requirement>> <<RNF>> **Tiempo de carga** — Text = "" ID = "RNF4" source = "" kind = "" verifyMethod = "" risk = "" status = ""
- <<requirement>> <<RNF>> **Arte visual claro** — Text = "" ID = "RNF5" source = "" kind = "" verifyMethod = "" risk = "" status = ""