

**R1** Game specifications

**R2** The application shall implement a graphical user interface (UI)

**R2.1** The application shall show a main menu on initial launch

**R2.1.1** The main menu shall contain buttons to user profile, games, and tutorials

**R2.2** The UI shall contain a tutorial section

**R2.2.1** The tutorial screen shall display high level tutorial categories for user to choose from

**R2.2.2** The tutorial categories shall display drop-downs of their contained tutorials upon being tapped

**R2.2.3** The user shall be taken to the appropriate tutorial upon tapping a contained tutorial

**R2.2.3.1** The tutorial shall be a text-based activity with scrolling

**R2.2.3.2** The user shall be able to navigate back to other menus from the tutorial

**R3** Tutorial

**R4** User profile

**R5** Feedback