R1 Game specifications

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

　R2.1 The appplication 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