Associated number in questionnaire form	User Requirements
	1. The game will not be convoluted and complex to play
1	**c.** The UI should be clear and beginner friendly
2	*i. Text and UI graphics should be a reasonable size* **[7.4]**
3	*ii. The UI should show information about market prices and roboticon upgrades to promote a simple and structured experience* **[2.4]**
4	*iii. Only the current player's resource information should be visible* **[2.8]**
5	*iv. The statistics of tiles should be hidden until they can be acquired, so the user can apply intuition to their strategy* **[2.9]**
	2. The game will have a graphical user interface which presents a map of the University.
6	a. There must be at least three visibly identifiable landmarks
7	b. The map should be subdivided into 16 isometric square plots of land (4 by 4) **[1.8.2]**
8	*i. Plots may partly or totally include buildings*
9	*ii. Plots do not need to be identical in terms of resource allocation and buildings*
10	c. Plots must be all unallocated at the beginning of a game **[3]**
	3. The game will support up to four players (three of which can be computer-controlled) [1.4.1]
11	a. The user must be able to clearly distinguish between each player and their plots **[1.5.1]**
12	*i. Each player should have different colour schemes to make the ownership of tiles clear***[2.4.1]**

13	b. Players should take alternating turns to play in a hot-seat style of gameplay **[1.4.1]**
14	**7. The game will have a market which will be used to buy and sell resources and equipment**
15	d. The market will have a bar where money can be won or lost via gambling**[3]**
16	**8. The player will be able to purchase a robot ("Roboticon") to produce resources[3]**
17	b.Players can upgrade their Roboticon according to an upgrade path.**[1.1.1.2, 1.1.1.3, 4.5.1.2, 2d)]**
18	c. Roboticons are assigned to a tile.**[3]**
19	**11. The player can get information about their owned plots of land and roboticons installed on them**
20	a. The player should be able to get information about resources that it is generating **[1.5.1]**
21	b. The player should be able to see the type of roboticon, it's current level and the number of resources that it produces **[1.5.1]**
	13. The game will have a 'capture the chancellor' mode
22	b. The chancellor should appear at a random point on the map
	## System Requirements
	14. The main menu will allow the user to start the game
23	a. This should bring the player to a menu where they can choose whether they would like to play against a computer-controlled opponents or other human players
24	b. The game will assign a university college to each player
25	**15. The game's map will be grid-like in nature and presented to players from a bird's-eye perspective** **a. Players will be able to acquire tiles for their chosen colleges as the game goes on**
	b. Tiles on the map should include:
26	i. *A value for Ore, Energy and Food resources on that tile*

27	*ii. At least three University departments or landmarks should be clearly visible* **[3]**
28	*iii. In accordance with* ***1.c.iv****. The tiles resources should be representative of the graphic on them. I.e. Tiles containing trees can produce more food resource etc.*
	17. A heads-up display (HUD) will display the following information whilst playing
29	a. Counters for current player's resources
30	b. Market information only showing robot inventory until auction phase **[2.5]**
31	c. A button for the current user to end their turn
32	d. A button in the corner which leads to the pause menu (requirement 19)
33	**19. Each tile is visually distinguishable and follows a consistent art-style**