### Requirements

a) The project began with a detailed review of the initial brief, which involved summarising the brief into note form, where key requirements were highlighted and gaps in information were identified for further inquiry. For instance, the brief did not highlight the target demographic or difficulty of the game, two aspects for which clarification was vital.

We then arranged and recorded a meeting with the project stakeholder, aimed at addressing the identified gaps and open ended aspects of the brief. This meeting was also instrumental in gathering additional requirements such as the target platforms, save system requirements, sound requirements and customisation requirements. Clarifying that the game does not need to support mobile devices was crucial to developing our plans going forward.

With all of this gathered, we researched ways to best structure our requirements. After researching the various methods for structuring requirements, we decided on making tables, splitting requirements into user, functional and non-functional requirements. This structure allows us to display our requirements in a simplistic, yet efficient manner. It also displays priority of implementation, all of which will act as a great aid for converting our requirements into class diagrams when we begin to plan out our system's architecture.

## b) Below are our formatted requirements tables.

## **User Requirements**

ID	Description	Priority
UR_PLAYER_MOVEMENT	The game should be single player and allow the player direct control over the avatar	Shall
UR_PLAYER_INTERACT	The player should be able to interact with nearby objects/structures	Shall
UR_TIME_CYCLE	The game should take place over 7 days, each taking 16 in-game hours, ending on the 7th day (Sunday). Each day ends on going to sleep.	Shall
UR_GAME_TIME	Each run of the game should take between 5-10 minutes	Should
UR_RESOURCES	The player should have time and energy as resources that have to be managed. Running out of these will prevent the player from doing further activities.	Shall
UR_SETTING	The main character is a computer science student in the final week before their exams.	Should
UR_STUDY	The player can choose to study. This should be done at least once a day to pass. Studying more will lead to a higher final grade	Shall
UR_STUDY_CATCHUP	If the player doesn't study on a day, they can catch up by stuying more than once on another day, but this can only be done once per game.	Should
UR_RECREATION	The player can choose to perform recreational activities by interacting with them. This is important to do in order to succeed at the game.	Shall
UR_REST	The player rests automatically at the end of each day, replenishing energy.	Should
UR_MAP	The game will contain a map on which the player can move.	Shall
UR_STUDY_PLACE	The game should contain at least 1 place to study.	Shall
UR_REST_PLACE	The game should have at least 1 place to sleep	Shall
UR_RECREATION_PLACE	The game should have at least 3 places to perform recreational activities.	Shall
UR_EAT_PLACE	The game should have at least 1 place to eat	Should
UR_SCORE	Passing exams is winning the game. Passing with a higher grade is equal to a better score.	Shall
UR_STUDY_VARIETY	Studying in different places leads to higher exam grade	May
UR_OVERSTUDY	Overstudying will have negative reprocussions	Should
UR_EATING	The player should be able to eat, which should restore energy. But eating at irregular intervals will have negative effects.	Should
UR_ENERGY	Activities should consume energy	Shall
UR_CUSTOMISATION	There should be 2-3 options for different character appearances	Should
UR_TIME_PROGRESS	Performing a given activity should progress time forwards a given amount, depending on the activity	Shall
UR_DIFFICULTY	The game should be straightforward; anyone should be able to 'beat' the game, but very high scores should be hard to attain.	Should
UR_PLATFORM	The game should be playable on any relatively new desktop or laptop.	Shall
UR_SCREEN	The game should work maximised, with multiple options for screen sizes	Shall
UR_SIMPLICITY	The game should be simple and approachable; it should not overwhelm the player with too much information eg. extra resource types.	Should
UR_TARGET_AUDIENCE	The game targets university students and those finishing school	Should
UR_FAMILY_FRIENDLY	The game should be family friendly - it may contain activities such as going to the pub, but nothing inappropriate.	Shall
UR_DISABILITIES	The game must be aware of/be playable for those with disabilities, whether visual or cognitive. Hence it should not purely use colour as an identifier, or have text too small for some to read to name some examples.	Shall
UR_DEVIATION	The game may deviate slightly from real life (but must still be grounded to reality). For example, new modules could be made up.	May
UR_SOUND	Sound effects or music could be added to the game.	May
UR_LICENSES	Any sound or assets must be appropriately licensed.	Shall
UR_INTUITIVE	The game should be intuitive, especially for new players - it could provide hints, controls etc.	Should

# **Functional Requirements**

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	FR_PLATFORM	The game should be playable on any relatively new desktop or laptop.	UR_PLATFORM
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	FR_SOUND	The game could have sound effects.	UR_SOUND

# **Non-Functional Requirements**

ID	Description	User Requirements
NFR_GAME_TIME	Each run of the game should take between 5-10 minutes.	UR_GAME_TIME
NFR_SETTING	The player controls a student in their final week before exams. The game's setting is a university campus / town.	UR_SETTING
NFR_SIMPLICITY	The game should be simple and approachable to new users	UR_SIMPLICITY
NFR_DIFFICULTY	The game should be straightforward - yet difficult to get very high scores, rewarding players of all skill layers	UR_DIFFICULTY
NFR_TARGET_AUDIENCE	The target audience of the game will be students - those in university and finishing school.	UR_TARGET_AUDIENCE
NFR_FAMILY_FRIENDLY	The game should be family friendly.	UR_FAMILY_FRIENDLY
NFR_DEVIATION	The game may deviate slightly from real life (but must still be grounded to reality). For example, new modules could be made up.	UR_DEVIATION