Project requirements

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Project Name	IdleRecycle

Functional Requirements

Tutorial: A section at the start that will guide the player through simple mechanics and controls
Recycling Mechanics: Different bins to sort items into (plastic, paper, glass, metal, electronics)

Upgrades: Systems to upgrade your methods and speed of recycling to keep the game interesting

Idle Mechanics: Some form of gathering of recyclables while the player is offline that they can spend as currency when they come back

Achievements/Rewards: Milestones based on total items recycled, time played, or special challenges. Unlockable Item trophies based on real world recycling applications

Technical/Performance Requirements

Mobile Using Godot: It will be developed for mobile using the Godot game engine

Performance: The game should run well on most device specs, very simple graphics

Graphics: Will be using a pre made assets so I don't have to spend time making as many graphics

Connectivity: The game will be a single player (offline) game, no need for a Wi-Fi connection