**Project requirements**

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| Date: | Oct 20th |  |

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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 | |