This is a requirements document.

SSON:

User Requirements:

ID	Description	Priority
	There must be at least 4 types of rooms in the station (e.g. cargo bays, personnel quarters, infirmary)	Shall
	Rooms can have teleportation pads from which Auber (but not infiltrators) can teleport to any other teleportation pad in the station	Shall
	There must be at least 3 distinct special abilities within the group of infiltrators	Shall
	Auber can teleport to the infirmary to heal	Shall
	The game must be real-time (not turn-based)	Shall

System Requirements:

Functional Requirements

ID	Description	User Requirement

Non Functional Requirements:

ID	Description	User Requirement