Name:

Date:

Assessment:

1. **Requirements Documentation** 
   1. **Description of Problem**

**Name:** Text Based Adventure Game

**Problem Statement:** (What is the problem to be solved)

**Problem Specifications:** (Specifications given for the problem to be solved)

* 1. **Input Information**

(How does the user interact with your application)

* 1. **Output Information**

(Information your application outputs to the user)

* 1. **User Interface**

(If your application has UI describe the information being displayed)

1. **System Architecture**

**Prototype:** (Function prototype)

**Description:** (What does the function do)

**Precondition:** (What is needed for the function to start execution)

**Post condition:** (What is the condition of the application after function execution)

**Protection Level:** (Protection level of the function with in the class)

1. **Source Code**

(Copy paste code from Visual Studios)

1. **Read Me**

(Be very clear as to how the assessor should go about getting your application, running it, and using it. You should assume the assessor knows nothing about your application.)