Reflective Commentary Requirement Specification

* I removed from my description of the problem, the function of saving the game because due to time constraints I didn’t have enough time left to complete this
* I had to add that I was going to use an inherited class to create my user interface to my description of the problem, as I didn’t know I needed this before
* I had to add to my functional requirements all the things I require my program to do, which I had forgotten to do on the first draft
* I had to create a seperate file to include all of my user requirements to be specific and make them clear