<u>User requirements</u>

1. Description: The user shall have the ability to acquire one plot of land for every turn that they take during the game
   Rationale: extracted from the brief
   Fit criterion: At the start of a player's turn they must be made to acquire any unacquired plot of land
   Generated the following system requirements: 3(using additional information from the interview), 4, 11 , 27 (with extra information from the brief)

2. Description: The user shall be able to play the game against at least one computer controlled player
   Rationale: extracted from the brief and disambiguated in the first interview
   Fit criterion: it must be possible for the user to play against the computer until one of them wins
   Generated the following system requirements: 1

3. Description: The user shall, at the appropriate time, be able to purchase roboticons from the market if the market has them in its possession
   Rationale: Extracted from the brief and the interviews
   Fit criterion: The user must be able purchase roboticons for money
   Generated the following system requirements: 12

4. Description: The user shall, at the appropriate time, be able to customise roboticons in their possession to support resource production e.g. Food, ore, energy etc.
   Rationale: Extracted from the brief and interviews
   Fit criterion: The player must be able to customise roboticons
   Generated the following system requirements: 13

5. Description: The user shall be able to place any **customised** roboticon in their possession on any plot of land in their possession that has not yet had a roboticon placed on it.
   Rationale: Extracted from the brief and 1st interview
   Fit criterion: Customised roboticons must be able to be placed on empty plots during the player's turn
   Generated the following system requirements: 15

6. Description: The user shall at the appropriate time, be able to spend their money on resources (food, energy, ore) from the market.
   Rationale: extracted from the brief
   Fit criterion: players shall be able to purchase resources that the market has in stock for money
   Generated the following system requirements: 5, 7, 17, 18

7. Description: The user shall at the appropriate time, be able to sell resources in their possession (food, energy, ore) to the market in exchange for money.
   Rationale: extracted from the brief
   Fit criterion: players shall be able to sell resources in their possession to the market for money
   Generate the following system requirements: 5, 7, 17, 19

8. Description: The user shall at the appropriate time, be able to buy resources (food, energy, ore) from the market (that it has in stock) in exchange for money.
   Rationale: extracted from the brief

Fit criterion: players shall be able to buy resources from the to the market (that it has in stock) for money
Generate the following system requirements: 5, 7, 17, 20

9. Description: The user shall at the appropriate time, be able to enter into an auction with other players and the market.
   Rationale: Extracted from the brief and refined using the confirmation session with the client
   Fit criterion: It must be possible for the players to enter into an auction with the market
   Generated the following system requirements: 17, 18, 19, 20, 21

10. The user shall be able to, at the appropriate time, play a game of chance via the market
    Rationale: Extracted from the brief
    Fit criterion: The player must be able to gamble their money
    Generated the following system requirements: 17, 24

10. Description: The user must be able to play one turn per round of the game
    Rationale: keeps the game fair as each player should have the same number of turns
    Fit criterion: when a game is played from start to finish each player will have one turn per round
    Generated the following system requirements: 2

11. Description: The user shall receive a small amount of money at the start of the game
    Rationale: extracted from the brief
    Fit criterion: at the start of the game the user shall have some money
    Generated the following system requirements: 5, 6

12. Description: the user shall be able to keep playing the game until all the plots have been acquired
    Rationale: extracted from the brief
    Fit criterion: once all plots have been acquired the game should end
    Generated the following system requirements: 10

13. Description: the user shall only have a fixed amount of time to purchase and customise roboticons
    Rationale: extracted from the brief
    Fit criterion: Once the player has started the purchasing roboticons phase and the set period of time has elapsed the game should move on to roboticon placing phase
    Generated the following system requirements: 14

14. Description: the user shall be able to acquire resources from plots of land that they own that have roboticons placed on them
    Rationale: extracted from the brief
    Fit criterion: users shall receive resources from any plot in their possession that has a roboticon placed on it
    Generated the following system requirements: 9 (with more information from the brief and interviews), 16

15. Description: the user shall be able to see if they have won at the end of the game
    Rationale: extracted from the brief
    Fit criterion: it must be clear to the user whether or not they have won
    Generated the following system requirements: 22, 23

16. Description: the user shall be effected by random events that will have some effect on the gameplay

Rationale: extracted from the brief

Fit criterion: it must be possible for the gameplay to be affected by the outcomes of random events

Generated the following system requirements: 25