Colour Coding Key:			
Shall			
Should			
May			
Updates and additions			
User Requirements:			
User ID	Description	Source	Priority
LID WIN	The player wins if they flood the ETfortresses before the ET fortresses	Draduat briat	Chall
UR_WIN	and ETpatrols destroy all of the player's fire trucks The game is lost if all the player's fire trucks have been destroyed	Product brief	Shall
UR_LOSE	before the player has flooded all of the ET fortresses	Product brief	Shall
UR_MINI_GAME	The game should include a minigame	Product brief	Should
UR_MINI_GAME_THEME	The minigame should be different in style, but aligned to the theme of the main game	Product brief	Should
UR_REPAIR	Fire trucks can be repaired and refilled at the fire station	Product brief	Should
UR_FIRE_TRUCKS	There must be at least four fire trucks	Product brief	Shall
UR_FORTRESS	There must be at least six fortresses	Product brief	Should
UR_SCALABILITY	The game should be able to be played on other platforms	Product brief	May
UR_PATROLS	There should be at least 2 ET patrols that the user aims to avoid	Product brief	Should
UR_DESTROY_STATION	At a point in the game the fire station should be destroyed	Product brief	Should
UR_ENJOYABILITY	The game should be enjoyable to play	Product brief	May
UR_PLAYABLE	The game must be playable. Dependant on environmental assumptions (see below table)	Product brief	Shall
UR_PLAYER	The game must be a single-player game	Product brief	Shall
UR_CODE	The game must be coded in Java	Interview	Shall
UR_PC	It must be a PC game	Interview	Shall
UR_TRUCK_SPACE	Fire trucks should not drive over each other or be able to occupy the same space	Email with customer	Shall
UR_POWER_UPS	The game must contain power ups, of at least 5 varying types	Updated brief	Should
UR_ATTRACTIVE	The game should be pleasant to look at	Product brief	Should
UR_PG13	The game must be appropriate for people of age 13 and up	Product brief	Shall
UR_SAVES	The player must be able to save the game at anypoint during a playthrough	Updated brief	Should
	The game must have multiple possible difficulty levels	Updated brief	Should
Environmental assumptions			
	be playing on a modern computer that is of reasonable specifications.		
	ird hardware such as a keyboard and mouse.		
3) The user will have java in			

Each fire truck must have a unique spec in terms of its speed, amount of damage it can take before being destroyed, the volume of water it can carry, the range and delivery rate of its water cannon. Each ET fortress must have a unique spec in terms of the range of its defensive water cannon. Each ET fortress must have a unique spec in terms of the range of its defensive water cannon. Each ET fortress must have a unique spec in terms of the range of its defensive water cannon. FR FORTRES Each ET fortress must have a unique spec in terms of the range of its defensive water cannon. Each ET fortress must have a unique spec in terms of the range of its defensive water cannon. FR FORTRES FIR FORTRES The user can move the fire trucks. Patrols and fire engines should be immobile product brief unit in the unit of the controlled by the computer A product brief. FR FORTRES FR FORTRES ATTACK FIR FORTRES FIR FORTRES SATTACK FIR FORTRES FIR FORTRES SATTACK FIR FORTRES FIR FORTRES SATTACK FIR FORTRES FIR FORTRES FR FORTRES FR FORTRES SATTACK FIR FORTRES FR	Functional Requirements:					
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	The player wins if they flood the ET			
	fortresses before the ET fortresses and			
FR_REPAIR_	ET patrols destroy all of the player's fire			
REFILL	trucks	Email with customer	Shall	UR_REPAIR
FR_SAVE_GA	The player should be able to save a			
ME	play through at any time.	Updated brief	Shall	UR_SAVES
FR_LOAD_GA	The player should be able to load one			
ME	of at least 3 saves	Updated brief	Shall	UR_SAVES
FR_POWER_	There should be at least 5 different			
UPS	types of collectable power up	Updated brief	Shall	UR_POWER_UPS
FR_DIFFICUL	There should be multiple difficulty			
TIES	levels for the player to choose from	Updated brief	Shall	UR_DIFFICULTIES
Nau funation	al Danvinamanta.			
Non-tunction	al Requirements:			
ID	Description	Fit Criteria	Rational	User ID
		The game must use		
	The game must be playable on	libraries /function that		
	engines/things that can be played on	could be used on other		
NF_PC	PC	platforms	Product brief	UR_PLAYABLE
		Average response time		
		>1 second, maximum		
NF_RESPON	The game must respond quickly to user	response time >2	Improved user	
SE	input	second	experience	UR_ENJOYABILITY
		The player should be	Prospective	
		able to grasp the	students should	
NF_CONTRO		controls in under 2	be able to play	
LS	The controls should be easy to learn	minutes	the game	UR_ENJOYABILITY
			The second	
		i	The game	I
	The game should not contain any same	Dragnostive etudente	should see no	
	The game should not contain any gore,	Prospective students	should see no gore, blood,	
	swear words or anything else that	and their families	should see no gore, blood, swearing, or	
NE DOM	swear words or anything else that would be innappropriate for people	and their families should be able to play	should see no gore, blood, swearing, or anything else	UD DO40
NF_PG13	swear words or anything else that	and their families should be able to play the game safely	should see no gore, blood, swearing, or anything else innappropriate	UR_PG13

Risks: The main risks relevant to the requirements are R4 & R7 (see risk assessment table in risk management section).

Non-functiona	I Requirements:			
ID	Description	Rational	Fit Criteria	User ID
NF_PC	The game must be playable on engines/things that can be played on PC	Product brief	The game must use libraries /function that could be used on other platforms	UR_PLAYABLE
NF_RESPONS E	The game must respond quickly to user input	Improved user experience	Average response time >1 second, maximum response time >2 second	UR_ENJOYABI LITY
NF_CONTROL S	The controls should be easy to learn	Prospective students should be able to play the game	The player should be able to grasp the controls in under 2 minutes	UR_ENJOYABI LITY
NF_PG13	The game should not contain any gore, swear words or anything else that would be innappropriate for people under 13	Prospective students and their families should be able to play the game safely	The game should see no gore, blood, swearing, or anything else innappropriate	UR_PG13

Risks: The main risks relevant to the requirements are R4 & R7 (see risk assessment table in risk management section).