

The System Shall...

User Interface Subsystem
(Rshiny: UI)

Game Management Subsystem
(Rshiny: Server)

Database Management
Subsystem (Database)

display skin
information/gender of the
Avatar

change the game state: Shop Stage,
Avatar Interaction Stage

update the game memory
of the avatar attributes,
selected products etc.

confirm decision made by
player

Provide short description about the
products

check score state

display product and
product category details

show the decisions made by the
player

get product and product
category details

provide an option for "general"

shall manage budget state

allocate a budget based on the
occupation chosen by the player

check for constraint satisfaction of
number of products of each category

have separate recommended
product lists for low scores and high
scores