**Project´s requirements**

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**Problem Specification Table**

|  |  |
| --- | --- |
| CLIENT | Aristizabal and Marlon |
| USER | Everyone |
| FUNCTIONAL REQUIREMENTS | FR01: Customize character.  FR02: Customize game settings.  FR03: Start the game.  FR04: Show statistics. |
| CONTEXT OF THE PROBLEM | A game is proposed where a car (specifically a Ferrari) can travel anywhere within the game map. The map consists of n cities, some of them connected by a highway. The user can choose from which city the trip will start and where city to go. Then, the game gives some relevant information about the trip, like if it can be done considering the fuel or if the city can be accessed from the start point. |
| NON-FUNCTIONAL REQUIREMENTS | NFR01: Exceptions management.  NFR02: Smoothness.  NFR03: Resources |

**Functional Requirements Analysis Tables**

|  |  |  |  |
| --- | --- | --- | --- |
| Name or identifier | R1: | | |
| Summary |  | | |
| Inputs | Input name | Data type | Selection or repetition condition |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| Result or postcondition |  | | |
| Outputs | Output name | Data type | Selection or repetition condition |
|  |  |  |