The outline of this document is to set up the parameters of the specific functions required for game to run.

***Functions***

1. Launching as a desktop application
2. Log in screen with user profiles
3. Menus and user selection / input
4. Graphic settings
5. Racing gameplay
6. Customizable options
7. Saving records and time trials from gameplay

***Information***

After conducting research and data collection the overall design is fairly straightforward and similar to what was started in the beginning. A lot of the data was verification for what was going to be built.

The information needed to help build this is really all user experience. What the user wants in a game that can play over and over for fun. To appeal to a larger audience the game and its functions are being designed for the casual experience. We need the game to launch on a large Operating System for customers to have access to playing it. We need the user to install it to get started. No Network access means everything is local host machine related. Users will need to become familiar with keyboard controls because we do not require a separate control and have not built the game to accept outside controls. They will need to be able to read English and select via our menu to get to the parts of the game they want to access ( time trial driving, car customizing, settings.. etc). Everything else is straightforward as far as information goes, If the user can navigate (easily) through the menus they will be able to take full advantage of playing our game.

***Physical***

1. Hardware needed will be a computer desktop/laptop (ONLY). As well as MicroSoft OS
2. Windows Vista, 7, or 10.
3. Minimal CPU processing power (industry standard)
4. Minimal GPU processing power (industry standard)
5. Storage space (for game installation and user records)
6. Any Keyboard, built in or external
7. Speakers of choice for audible sound effects.

***Input/Outputs***

***input***

1. Inputs for the system that the game will run on will take in user selections.
2. Various types of input will be, selection, scroll menus.
3. There will need to be a search function for so areas of the game. So this search menu must allow the user to type or take in keyboard input. Not just selection
4. The input from keyboard will also be what controls the car and racing aspect of the game.

***Output***

1. fast response times to user input
2. Doing what is needed quickly. Since there is no network to rely on information other than what is being processed locally.
3. Also resolution and game graphics that have adjustable setting are an output and will need to be saved per each user profile (like their racing data) so that it will remember it upon launch.
4. All visual graphics
5. All audible sounds

***Constraints***

1. Constraints would be this is a user based system. Not mobile and desktop only. Therefore it was have user profiles. You have to log in with your to get access to your files and records. It will not be network related at all so you will only be able to do this on the system the game is installed and the one in which you play.
2. Currently this will be keyboard based. No other forms of control input will be implemented as of this stage. This is a constraint because of the limitability it will make the game playable to everyone.
3. CPU, Ram and GPU requirements will be displayed for users but will only cost a minimal system requirement. Can be a constraint for users with not so good Computers.
4. Designed for Windows OS only as of now
5. No visual handicap incorporation