

## FUNCTIONAL

- User friendly GUI interface
- System will not accept invalid words in editing mode
- High-Cohesion/Loose-Coupling design
- Any attempts to break constraints memory will end execution
- Words will always contain the structure +/-XXXX
- Memory, CPU, and GUI will be their own separate entities with Main calling on functions
- Fixed window aspect ratio

## NON-FUNCTIONAL

- Open readme in UVSim
- Save/Load memory maps
- Ability to return to editor after execution
- Breakpoints with memory dump
- Built in sample maps
- Error detection before execution
- Separate, clear console screen page for each part of the program
- Menu sounds