

#	Name	Requirement	Priority	Rationale
User				
1	Accounts	The user shall be prompted to create an account with the following credentials:	1	Creating account enables user to save game to account
1.1		- a username		
1.2		- a password that meets the password requirements		
2	Passwords	The user's password shall satisfy the following requirements:	2	Ensure password security
2.1		- 6 to 12 characters		
2.2		- contains at least one special character from the set (!, ?, *)		
3	Login	The user shall login:	1	Login enables user to access saved games
		- Enter username		
		- Enter password		
4	Login Attempts	The user shall have unlimited attempts to login	3	Lack of connectivity does not support username/password reset, meaning authentication potential is already limited; no point in initiating user lockout if account detail recovery unavailable
5	Guest	The user shall have the option to play as a guest		You are not required to make an account to play the game
6	Leaderboard	The game shall have a leaderboard	3	Users are able to compare times with freinds
7	Achievement System	The user shall recieve achievements	2	Gives the player something to work towards
7.1		- By completing puzzles	2	
7.2		- Completion of the game based on difficulty	2	
7.3		- For each ending the user chooses	2	
7.4		- Easter eggs	3	
7.5		- Completion Time	2	
Technical				
8	Platform	The game shall run on the user's computer	1	This is a desktop-based game
9	Connectivity	The game shall operate offline	1	Allows player to enjoy game without internet connection
10	OS	The game shall run regardless of operating system	1	Enables players to enjoy game regardless of operating system
11	GUI	The game shall have a GUI	2	Enables players to interact with game world
Saves				
12	Save	The game shall save the user's progress	1	Allows players keep a record of their progress
13	Save Location	The game shall be specific to the user's account	1	Point of account system; user's progress is personalized
14	Multiple Saves	The user shall be able to create multiple saves	1	The user may resume the game from any "checkpoint" they wish; useful if the player was doing well time-wise in an earlier save and wanted to start fresh from that point
15	Load Save	The user shall be able to resume the game from a save	1	Players can resume playing without losing their progress
16	Pause	The user shall be able to pause the game	2	Allows players to take a break when necessary
17	Load from Pause	The user shall be able to load a save while paused	2	Convenient way of loading saves while in-game
Settings				
15	Settings Menu	The game shall have a settings menu	1	Allows players to tailor the experience to their preference
16	Audio Settings	The user shall alter the audio in settings, including:	2	Ensures that player does not find audio too loud or quiet
17.1		- Music		
17.2		- Sound effects		
17.3		- Narrator		
17.4		- Master volume		
18	Display Settings	The user shall be able to toggle between fullscreen/windowed display	3	Allows player to determine how much of display the game occupies

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Difficulty				
19	Difficulty Levels	The user shall select a difficulty	1	Makes the game accessible for players of various skill levels
19.1		- Easy Difficulty		
19.2		- Medium Difficulty		
19.3		- Hard Difficulty		
20	Hints	The user shall receive hints to solve each puzzle	1	Helps prevent players from becoming stuck on a puzzle
21	Hints Number	The user shall receive a number of hints determined by difficulty setting	2	Limitations on available help make experience more difficult
22	Timer	The game shall include a timer	1	Countdown creates a sense of urgency and encourages the player to engage with the game just as their character, a prisoner seeking escape, would
22.1		- Countdown starts when game begins		
23	Timer Penalty	The game shall subtract from the timer if the user submits an incorrect puzzle response	1	Punishes the user for incorrect solutions, raising the stakes
24	Timer Significance	The user shall complete the escape room before the timer finishes counting down	1	Represents the driving conflict of the game: a prisoner trying to escape before he loses his chance
25	Timer Failure	The user shall lose the game should the timer finish counting down before they escape	1	This is the outcome that the player is fighting against and thus core to the game
26	Timer Number	The user shall have an amount of time determined by difficulty setting:	2	Less time makes incorrect submissions and lack of haste more punishing
26.1		- Easy Difficulty: 30 minutes		
26.2		- Medium Difficulty: 25 minutes		
26.3		- Hard Difficulty: 20 minutes		
Mechanics				
27	Puzzle Gameplay	The user shall solve puzzles of different types:	1	Primary form of gameplay
27.1		- Password keypad		
27.2		- Using item		
27.3		- Solving riddles		
27.4		- Choosing correct dialogue option		
28	Puzzle Clues	The user shall be given cues from the environment to indicate how to complete puzzles	1	Primary form of guiding players in progressing in gameplay
29	Puzzle Progression	The user shall unlock a new puzzle on successful completion of their current puzzle	1	Primary form of progression
30	Inventory	The user shall have an inventory	1	Rewards player interaction with the world and objects within it
31	Acquiring Items	The user shall add items to their inventory	2	Interacting with an object may allow user to acquire it
32	Item Use	The user shall have the ability to use items in their inventory	2	Gives items a purpose
33	Item Puzzle Use	The user shall use items to solve puzzles	2	Puzzles that require items diversify puzzle types
34	Item Removal	The game shall remove items from the user's inventory after use	2	Puzzle-specific items have no reason to remain in user's inventory
35	NPCs	The game shall contain non-player characters such as	2	Enlivens the game world
35.1		- Warden		
35.2		- Fellow prisoners		
35.3		- Guards		
35.4		- Lawyers		
36	NPC Clues	The user shall receive information on puzzles by interacting with non-player characters	2	Rewards interaction with NPCs
37	NPC Items	The user shall receive items by interacting with non-player characters	3	Gives material benefit to interaction
38	Ending	The game shall end under the following conditions:	1	How the player finishes the game
38.1		- Victory Condition: User successfully escapes before the timer ends		
38.2		- Defeat Condition: User fails to escape before the timer ends		
39	Map	The game shall have a map		Gives player an idea of where they are, where they should be going

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Audio				
40	Music	The game shall include music	2	Creates a more immersive experience for players
41	Sound Effects	The game shall include sound effects	2	Makes gameplay more viscerally satisfying
42	Narration	The game shall have a narrator	3	Makes game feel more alive
42.1		- The narrator shall change voice styles if reading aloud NPC dialogue		
42.2		- The narrator shall read text		
Story				
43	Player Character	The user shall play as a character who was wrongfully imprisoned	1	Gives player in-game reason for being trapped to begin with; creates emotional connection between player and player character
44	Driving Plot	The narrative shall encourage the user to seek escape from the prison	1	This is the narrative framing for the gameplay
45	NPC Flavor Text	The user shall receive lore on the world from NPCs	3	Makes NPCs seem alive within the world