Functional Requirements

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| Function Number | Description | Function Requirements Met? **If No explain.** |
| 1 | **Server-based authentication** – Secure Login and Register New Users |  |
| 2 | **Friend List** – Server holds all of a user’s friends list. Users can only interact with users in their friends list. |  |
| 3 | **Monster List** – Server holds a list of all users monsters and their attributes, age health .etc. Monster lifecycle. **Mating, birth, ageing, illness, injury and death. Virtual pot of money.** |  |
| 4 | **Fights** – Choose a friends monster to fight, winner gets cash prize. Friends can accept or decline fight requests. Outcome of fight based on chance and monsters attributes. Losers monster dies. |  |
| 5 | **Server communications** – Server communicates with other groups servers in order to play the game i.e. add friends, buy/sell monsters, breeding, fights .etc. |  |
| 6 | **Client Side Interaction** – register/unregister, add/remove friends, put up for sale/buy monsters, offer for breeding/purchase breeding. Value can be assigned to a monster for breeding and for sale. If the buyer cannot afford to purchase or breed then this action cannot be carried out. |  |
| 7 | **Startup of software in browser** – Choice between login or create account. Option to log out, when logged out taken to log in page. Register screen. |  |
| 8 | **Game display in browser** - Need to be able to view monsters and their stats, friends with offers of monsters for sale and breeding. Challenge requests as well as the ability to interact with the features specified in Function Number 6. |  |
| 9 | **Friend Matching** - Send friend requests using users email address as well as the ability to accept or reject any requests sent to them. Once a friend has been accepted it must be added to the friends list. |  |
| 10 | **Fight Notifications** – After a fight the users monsters should be updated, dead monsters should be removed for the list i.e. monsters that have lost the fight, money won must be added to users account. Monsters status must be updated accounting for injuries that may have been sustained. |  |
| 11 | **Rich List** – The users must be able to see a rich list of their friends, including themselves ranked based on how much money they have i.e. richest person would be number 1 and poorest would be number 10. |  |