

1. The game shall consist of multiple levels.
 - 1.1. Each level shall be a traversable environment containing walls, interactable doors, obstacles, collectable items, and enemies.
2. The game shall feature a player character that can be controlled by the player to move about the environment.
 - 1.1. The player character's movement shall be constrained by the environment.
 - 1.1.1. The character shall not be able to move through walls.
 - 1.1.2. The character shall not be able to move through locked doors.
 - 1.1.3. The character shall not be able to move through obstacles.
 - 1.2. The player character shall have an inventory which stores items collected on a given level.
 - 1.3. The player character shall have a health attribute.
 - 1.4. The player character shall advance to the next level by completing the current level.
2. Each game level shall contain a grammar question which must be answered correctly to unlock the door.
 - 2.1. The grammar questions shall be designed to match the English curriculum for students in grades 4 through 6.
 - 2.1.1. All questions shall have a clear, unambiguous answer.
 - 2.1.2. The grammar questions shall be randomly selected from pools of questions separated by difficulty (e.g. Easy, Medium, Hard).
 - 2.2. Each level shall contain key items that are solutions to grammar questions.
 - 2.2.1. Key items shall be visually distinct and placed throughout the level.
 - 2.2.2. Key item types shall include, but are not limited to: Nouns, Verbs, Adjectives, Adverbs, Punctuation Marks, and Correctly Spelled Words.
 - 2.2.3. Key items shall be added to the player's inventory once interacted with.
3. The core gameplay shall involve solving grammar-based puzzles to progress through multiple levels while avoiding enemies.

- 3.1. Locked door objects shall present grammar questions to the player upon the player character interacting with the door.
 - 3.2. A player must select a key item from their inventory to answer a question.
 - 3.2.1. To correctly answer a question, the player must select the item which corresponds to the correct answer.
 - 3.3. After a level's question is successfully answered the next level shall load.
 - 3.3.1. The game be completed when the final level's question is successfully answered.
 - 3.4. Incorrect answers shall resume play on the current level and cause a loss of player health.
 - 3.4.1. The game shall end if a player loses all their health.
4. The game shall feature enemies that can detect the player.
 - 4.1. Enemies shall pursue detected players and cause the player to lose health on contact.
 - 4.2. The enemies shall visually indicate when they have detected a player.
5. The game shall provide a comprehensive menu system.
 - 5.1. The game shall display a Start Menu upon launch.
 - 5.2. The Start Menu shall provide options to start a new game and access other menus.
 - 5.2.1. The Start Menu shall give the player the ability to select the difficulty level (e.g. Easy, Medium, Hard).
 - 5.3. The game shall have a Controls Menu that displays the input mappings to the player.
 - 5.4. The game shall have a Pause Menu, accessible during gameplay.
 - 5.4.1. The Pause Menu shall provide options to resume, quit, and view the Controls Menu.
 - 5.5. Upon completing the game, an End Game menu shall congratulate the player for completing the game.
6. The game shall provide clear visual feedback to the player based upon user actions.
 - 6.1. Descriptive text shall appear when the player interacts with key objects, including locked doors, key items, and non-player characters.

6.2. The game shall provide clear visual or audio feedback upon successful or failed puzzle attempts.