**NFR D3:**

1. **Performance**: System should be fast enough to display the user selection and it should not involve the delay of more than 2 seconds.
2. **Reliability**: System should deliver the correct results despite of certain amount of failures. System should work with a reliability of 99 percent, which means in a day player can fail to play no more than 1 % ,or approximately 15 minutes.
3. **Scalability**: System should support the increase use and support the advancements.
4. **Usability**: User should be able to use the system without any difficulty. As it automatically displays the symbols by clicking on any box so it’s easy to play.
5. **Modifiability:** It should be easy to make any changes in the system without needing to be rebuilt.
6. **Maintainability:** This relates to the ease at which your app finds bugs and fixes them. For example, if a map is incorrect, can you fix the problem simply by downloading a correct map or do you have to purchase the next version of the app.