**Non-Functional Requirements:**

**Usability**: Since this is a child game, it will have a simple interface. There will be a tutorial in order to teach the game. Also, when the player are stuck in the game, a hint option that shows them the next move, an undo option and a reset option will help them to solve the puzzle.

**Reliability**: Game will not require an internet connection, and the player’s data will be kept in the database. Therefore, there will not be any security issue. The game will save automatically after completing each level, but if the player leaves in the middle of the game, the progress will not be saved. Because the game will have undo option, player’s moves will be saved as long as he/she does not leave the game.

**Performance**: Since this is a small application, there will not be performance issues. The game will be optimized.

**Supportability**: Game will have a small size and database so that it can be easily transferred into another computer. The game will run in a Windows operating system and require Java(?). Classes and methods will be coded in an organized manner so that future problems can be solved quickly.

**Extendibility**: Several car skins and themes will be available in the game. Since the game will have a reward system according to the moves they made inside the game, the player will get more stars, and spend stars to get more skins or hints. The game will be implemented with an extendible design so that new maps, themes or skins can be added later on the game without changing many code segments in order to use the stars.