Non-functional Requirement:

1. Players are allowed to save the game progress at any time; program will ask for saving before exit (Recoverability requirement)
2. Players can find hints by clicking on an icon with a question mark (Usability requirement)
3. Players can not attack any NPCs in this game because the primary users are children below 18 years old. (Regulatory requirement)
4. System will automatically shut down the program and return an error report when a student is trying to test a code with bugs. e.g. infinite loop. (Reliability requirement)
5. After every successful attempt, the game will return a summary of how well the player did during this lesson, including the time consumed, lines of code, and total attempts. (Usability requirement)
6. Data will be saved in a computers. No one is allowed to change other’s progress.(Security requirement)