

5.	(a)	(i)	<p>Player and robot movements must not go beyond the dimensions of the game board.</p> <p>The game must check for robot collisions and for capturing the player.</p> <p>The game must check for player win and game over.</p>	2	<p>1 mark each for any two additional functional requirements.</p> <p>Other answers possible.</p> <p>Note: functional requirements must relate to data structure and/or logic of the solution</p>
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