1.0 The game shall teach players survival skills through multiple levels.

    1.1 The game shall include a minimum of three survival skill learning levels.

        1.1.1 *Starting a fire:*

            1.1.1.1 The player shall identify and gather tinder and kindling.

            1.1.1.2 The player shall identify and gather larger fuel materials.

            1.1.1.3 The player shall construct a proper fire structure.

            1.1.1.4 The player shall safely ignite the fire.

        1.1.2 *Basic shelter building (Lean-to):*

            1.1.2.1 The player shall identify a safe shelter location.

            1.1.2.2 The player shall gather the necessary materials.

            1.1.2.3 The player shall build a basic shelter.

        1.1.3 *Orienteering (map + compass):*

            1.1.3.1 The player shall determine their current location on a map.

            1.1.3.2 The player shall demonstrate understanding of cardinal directions.

            1.1.3.3 The player shall use a map and compass to locate checkpoints.

    1.2 The game shall only advance to the next level once the player has demonstrated their survival proficiency by completing that level's designated checkpoints.

2.0 The game shall provide an engaging and educational for middle school students.

    2.1 The game shall use age-appropriate text and visuals for middle school students.

    2.2 The game shall provide clear instructions to the user at the beginning of each level.

    2.3 The game shall contain accurate and useful information for survival/camping.

    2.4 The game shall provide relevant/constructive feedback.

    2.5 The game shall use graphics and text that are easily readable and consistent across levels.

3.0 The game shall include a system for tracing player progress.

    3.1 The game shall track completed checkpoints and time spent.

    3.2 The game shall reward badges upon completion of tasks.

    3.3 The game shall list the top three players with the best completion times.

4.0 The game shall encourage replayability.

    4.1 The game shall provide modifiers to increase or decrease level difficulty.

    4.2 The game shall randomize item locations to improve replayability.

5.0 The game shall include clear failure conditions and allow players to retry levels.

    5.1 Each level shall include at least one condition that results in failure.

    5.2 Upon failure, the player shall have the option to retry the level.

    5.3 The game shall not progress onto the next level until the current level is completed.

6.0 System requirements.

    6.1 The game shall be playable on a standard desktop or laptop.

    6.2 The game shall require only a keyboard and mouse.