Requirement Specifications
Group: Dunder Mifflin
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Project: Text-based adventure game

1) What functionality/features will this application provide to its user?

- As a text-based choose-your-own adventure game, the application will allow its user to: create a new game or save/load game progress using a save key, background images and sound files for atmosphere, read a given plot line and pick from a given list of actions that change the plot experience, have the game remember previous chosen actions so as to influence current events in the game, have an end point in the game that congratulates the user.

2) What does the interface of the application look like?

- Text, some images, some sound files.