

Pet Battles:

Functional:

- 1) A user shall be able to buy consumable items at the store for gold.
- 2) A user shall be able to battle another user in the coliseum.
- 3) A user shall be able to acquire multiple pets.

Non-Functional

- 1) Users shall keep a consistent inventory of items
- 2) Users shall keep a consistent stable of pets
- 3) The system should be easy to use even by end users with relatively low familiarity with the system.

Weapons:

Battle Suits:

Functional:

1. User can unlock suits at each high level
2. User can trade battle suits with other users
3. User is allowed to unlock as many suits as possible

Non- Functional

1. Users will keep all suits in their inventory
2. Users will keep consistent stable of suits
3. Users should be able to access the system easily