

PROJECT REQUIREMENTS DOCUMENT

Project Name

Project Valence

Functional Requirements

- Room is randomly generated at the start of each playthrough.
- The order of unlocks should be pseudorandom (IE, you must meet the minimum requirements before having the chance to get it)
- Minigames should be optional but rewarding to do.
- After a run is completed, there should be a “story” that re-tells the beginning middle and end of the run.
- Ability to save a run at the start of the game.
- The run ends by hitting a failure state, the number of failed contracts varies based on difficulty.
- Contracts and unlocks are given at the start of each “day” in the game.
- Tutorial Level

Technical/Performance Requirements

- Keyboard/mouse controls
- Controller support
- Runs on low power GPUs.
- 8gb ram usage max
- Runs on Windows and Linux