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| **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** | |