* Functional Requirements

The following requirements have been identified for successful completion of the project.

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| ID | Requirement | Notes | Priority |
| 1.1 | Player login required to begin game / level 1 | Standard login. No Authentication | 1 |
| 1.2 | Default weapon provided at game start | low level weapon item | 3 |
| 1.3 | Points earned for killing zombies | points tallied at bottom corner of the screen | 3 |
| 1.4 | Player rewarded items / weapon upgrades at each point threshold | weapon will automatically change upon reaching the point threshold | 2 |
| 1.5 | difficulty & game level change at zero zombies left. |  | 1 |
| 1.6 | Health, weapons, items affected / lost at enemy contact. | damage delivererd player-zombie, zombie-player is determined by the current game level and player weapon. | 2 |

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| 1.7 | "Game Over" achieved when player reaches zero health points or all zombies eliminated in final round. |  | 2 |