

REQ #	PRIORITY	REQUIREMENT	DEPENDENCIES
FR-01		Characters gain bonuses correlating to their profession with each increase in level	
FR-02		Specific environments can affect a PC or NPC/Monster's ability to fight	
FR-02A		Scene level, number of characters, and the character's profession levels are used to determine the CD	FR-02
FR-03		Treasure can only be accessed after all monsters are defeated	
FR-04		Success of all character and monster actions are determined randomly	
FR-02B		CD is determined by the sum of all monster DLs in current scene	FR-02
FR-05		Character initiative is modified by PC's intelligence	FR-09
FR-06		Monster initiative is modified by monster's DL	FR-09
FR-07		Sum of three D6 rolls is equal to the statistic score (i.e. a PC stat)	
FR-08		A D20 roll determines level of success	
FR-09		Character initiative at start of combat is determined randomly (can be modified)	
FR-10		PCs and Monsters with health less than or equal to zero are considered dead	
FR-07A		Characters have six types of statistics (STR, INT, WIS, DEX, CON, HTH)	
FR-11		Scene levels start at one and increases each scene	
FR-12		Monsters and NPCs choose attacking targets randomly	
FR-13		PCs are given a list of targets to attack	
FR-14		At start of simulation, tester is to choose a scene or let one be chosen randomly	
FR-15		Tester must specify max and starting scene level	
FR-16		Tester must specify number of characters and monsters for scene	
FR-17		Tester is allowed to let number of characters and monsters, either or both, be randomly selected	
FR-18		User is allowed option to select specific monsters for scene (if not random)	FR-17
FR-19		Tester must choose if a character is a PC or NPC	
FR-20		Tester may choose profession for character, or it is chosen randomly	

FR-21		NPC combat actions are simulation-controlled	
FR-22		For each PC, tester must select a valid option	
FR-23		Tester chooses for each character to heal "Each level" or "Upon Death"	
FR-24		Tester will specify how many times a scenario will be run of the same scene	
FR-25		Data values are reset at start of each new scenario	FR-34
FR-26		Users (testers/admin) run simulations and generate report <b>functional</b>	
FR-27		Administration (admin ONLY) can modify base data (insert, delete, etc) <b>functional</b>	
FR-28		Administration (admin ONLY) can create/delete accounts <b>functional</b>	
FR-29		Character stats modify (positively and or negatively) it's ability to fight <b>functional</b>	
FR-30		CD may be higher or lower depending on if user chose Novice, Apprentice, or Master <b>functional</b>	FR-02B
FR-31		As scene level increases, so do monster levels <b>functional</b>	FR-11
FR-32		Any remaining CD after tester selection is randomly met by putting random monsters on the scene (???) <b>functional</b>	
FR-33		A round ends when all monsters are defeated <b>functional</b>	
FR-34		Raw data of all values are collected for each scenario <b>functional</b>	
FR-35		Report is generated at end of software containing: means, standard deviations over entire population, and medians for each value <b>functional</b>	

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NFR-04		Must be coded in C#	
NFR-05		Simulation results are generated via the "Monte Carlo method"	
NFR-13		Raw data values should be stored separately from the analysis values	