| **Functional** | | |
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| **Reference** | **Description** | **Mandatory/Desirable** |
| F1 | The PERT chart shall document the planned time frame of the completion of base features for the project. | Mandatory |
| F2 | The prototype shall allow for the movement of tokens between board spaces. | Mandatory |
| F3 | The prototype shall allow for players to roll dice in order to determine their movement. | Mandatory |
| F4 | The prototype shall include the ability to get and set data for each board space. | Mandatory |
| F5 | The prototype shall pre-load the board space data in line with the spreadsheet provided by the client. | Desirable |
| **F6** | The prototype shall include an initial Game State Manager (GSM) which keeps track of game, player, and board space data. | Mandatory |
| F7 | The Class Diagram shall display the framework for all the necessary classes and methods needed to implement the base functionality. | Mandatory |
| F8 | The Unified Modeling Language (UML) Diagram shall build upon the pre-existing design from the Class Diagram in order to properly present the required classes and methods needed to implement the base functionality needed to meet the scope given by the client. | Mandatory |
| F9 | The initial board design shall have all board spaces in uniform length to accommodate board data and the final board design. | Mandatory |
| F10 | The risk assessment shall document all potential risks the project may encounter. | Mandatory |

| **Non-Functional** | | |
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| **Reference** | **Description** | **Mandatory/Desirable** |
| NF1 | The project shall be developed in Unity. The Unity version used shall be 2020.3.26f1. | Mandatory |
| NF2 | The project shall be written in C#. The version used shall be Visual Studio 2019, in line with the Unity version used. | Mandatory |
| NF3 | The board design should have a similar design to competing products. | Mandatory |
| NF4 | The board design shall have a unique design while still retaining the constraints from the requirement NF3. | Desirable |