Functional Requirements:

New Game: Player can create a game which you start from scratch. Player will wake up in a forest with a few items in his inventory which will be determined according to what character he chooses in the settings. By answering questions and choosing directions he will try to survive from an island where he is now. It’s likely that player will be killed or dies from starvation. Note that when user closes the game it will be saved. Also when player click this option, the last saved game will be deleted.

Main purpose will be surviving by being careful about player’s health, hunger, thirst or the paths he chooses.

Load: If player played a game before and haven’t finished yet it will be saved. From this option he can continue his game from exact situation and with exact items.

Settings: This option will give player permission to customize your game a little bit. There will be 5 options:

* Saving Option: Player can disable or enable the saving option. If he disables this feature, his game will not be saved after he exits from game.
* Choose Character: Player can play with two different characters. The starting inventories of two characters will be different. Also their strength, attack, defense points and health will be different.
  + Sawyer: Attack, defense points are higher. He is better in fighting but he does not care his health as much as Shannon does. In his inventory, there are one bottle of water, a wood piece to fight and forage cap made from light metal.
  + Shannon: Because of her specialty on Medical, she can last longer in the situation of hunger, thirst and her health can be renewed time to time. In her inventory there are bandage, soup and lighter to make fire and some items which are to be used for cooking and healing herself.
* Sound: Player can mute the sounds which are sounds of forest, beach, animal and characters.
* Share My Score: Player can disable the option of sharing his score with others. Normally if he has internet connection his score will be saved to an online database.

Help: It includes the gameplay explanation. It shows how to combine or craft items and what you should do to survive from island. Also rules can be read from this option.

Scores: Player can see High scores (Top 10) and his position (also other scores close to player’s point) if he has internet connection. It will give a feeling of competition and it encourages people.

Credits: This option includes the contact information of the developers of game and also people who help the game during creation.