**Extendibility**

Game will be implemented with an extendible design so that new features can be added without doing huge changes on legacy code from previous versions of the game. Object oriented desing concepts will be employed to make easily extendible design.

**Maintainability**

Game will be coded in a maintainable manner so that programmers who want to contribute will not have difficulties understanding the implementation and design. Comments will be used to explain the code blocks where necessary.

**Usability**

Game will have simple and friendly user interface that helps users to easily comprehend the game basics. Control icons, names, keywords, sound effects will have real life methapors to make users comfortable.

**Reliability**

Player’s game progress will be kept locally so that user can load his/her game and continue from where he/she left. Players’ records will be kept in an online database. These data (game progresses and records) will not lost because of a system failure or a power loss.

**Performance**

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