

1. The user must be able to explore a variety of mazes
 - 1.1. There will be 3 games levels with a different maze and theme for each level
 - 1.2. System will have a level selection screen
2. The user will be able to move a character using keyboard input
 - 2.1. The user must be able to collect items and gain points
 - 2.2. There will collectible items for the user to collect
 - 3.3 User will gain more points with each collectible collected
3. The user must be able to answer questions and progress through the maze
 - 3.1. There will be doors acting as obstacles within the maze. Upon encountering the door, the user will be posed with a question
 - 3.2. Questions will be based on one of 3 topics - maths, science or English
4. User must answer the question to be able to progress past the door and continue through the maze. If they get the question wrong, they can reattempt until correct
 - 4.1. The user must be able to find the maze end point
 - 4.2. User presented with a "Well done" screen once maze is completed
 - 4.3. End point of the maze will be highlighted by a symbol to direct the user
5. Game must be themed appropriately for 10–14-year-olds
 - 5.1. Game will be space themed with bright colour scheme
 - 5.2. User's character will be an astronaut
 - 5.3. Level backgrounds and collectible items will be space themed
6. Game must be fun and interactive
 - 6.1. Game will have fun background music
 - 6.2. Game will positive reinforcement to motivate player through the game