

<b>Requirement</b>	<b>Mandatory Status</b>	<b>Functionality Status</b>
Player shall be able to enter a number from inclusive 1-10	Mandatory	Functional
Player shall be told by the game (through CLI) if their guess is higher than the randomly generated number	Mandatory	Functional
Player shall be told by the game (through CLI) if their guess is lower than the randomly generated number	Mandatory	Functional
If the player guesses correctly, the game should let them play again to a maximum of 3 times	Optional	Non-functional
The game shall keep track of the players' number of attempts.	Mandatory	Non-functional
The game shall keep track of the players' mistakes.	Mandatory	Non-functional
The game shall count inserting the same number repeatedly as a mistake.	Mandatory	Non-functional
The game shall count going below 1 as a mistake.	Mandatory	Non-functional
The game shall count going above 10 as a mistake.	Mandatory	Non-functional
When the player makes 3 mistakes in a row, the game shall gracefully exit.	Mandatory	Functional
The player exceeding 5 attempts counts as a mistake.	Mandatory	Non-functional
The game shall announce to the player when they make a mistake.	Mandatory	Functional

The game shall announce how many mistakes are left until failure upon detecting a mistake.	Mandatory	Functional
The player shall be able to see how many attempts they are currently on.	Mandatory	Functional
The player should be able to see how many attempts it took to finish their game.	Optional	Functional
The player should have a timer running during each game.	Optional	Functional
The player should have their game time displayed at the end of each game.	Optional	Functional
The game should automatically end after a minute of idling.	Optional	Non-functional