

1.1 Functional Requirements

Req#	Requirement	Comments	Priority	Date	Reviewed/ Approved
FR_01	The game should have different views for different menus.	The view for main menu, settings and pause menu will be different.	2	19/04/2023	Emis Reka/ Eva Veli
FR_02	The game should be able to take user input from mouse and keyboard.	To be able to move the character the game should be able to take inputs.	1	19/04/2023	Emis Reka/ Eva Veli
FR_03	The user should be able to explore the in-game world.	The user will be able to move around the world freely.	2	19/04/2023	Emis Reka/ Eva Veli
FR_04	The user should be able to interact to object in the environment.	The game should have interactive objects that the player can use to solve puzzles or progress through the levels.	1	19/04/2023	Emis Reka/ Eva Veli
FR_05	The user should be able to interact with the enemies.	The game should include different types of enemies that the player must avoid or defeat.	2	19/04/2023	Emis Reka/ Eva Veli
FR_06	The game should have appropriate sound effects and background music that enhance the player's	The user should be able to control the music volume.	3	19/04/2023	Emis Reka/ Eva Veli

	experience.				
FR_07	The user should be able to pause the game and restart it.	The user will be able to pause the game or restart it in every moment.	2	19/04/2023	Emis Reka/ Eva Veli
FR_08	The game should be able to save the player's progress at specific points in the game.	The will be able to save the game in any point and the game will autosave when level is finished.	1	19/04/2023	Emis Reka/ Eva Veli
FR_09	The user should be able to exit the game in every moment.	The game can be exited without losing the progress of the player.	2	19/04/2023	Emis Reka/ Eva Veli
FR_10	The user should be able to change the profile name.	Allowing users to change their profile name in a game refers to the ability for them to modify the name displayed in their gaming account or profile.	3	19/04/2023	Emis Reka/ Eva Veli
FR_11	The game should have various power-ups that can be collected by the player.	These power-ups should provide the player with temporary abilities such as invincibility, speed boost, or extra lives.	1	19/04/2023	Emis Reka/ Eva Veli

FR_12	The game should have a scoring system that tracks the player's progress and performance.	The score should be based on the number of enemies defeated, and time taken to complete each level.	1	19/04/2023	Emis Reka/ Eva Veli
FR_13	The game should have different difficulty levels.	The player can choose from various difficulty levels such as easy, medium, and hard.	2	19/04/2023	Emis Reka/ Eva Veli
FR_14	The game should have collectibles items through the levels	The player can find and collect items throughout the levels, such as power-ups and points.	2	19/04/2023	Emis Reka/ Eva Veli
FR_15	The game should have a time limit for each level.	The time limit will be to add an element of urgency and challenge to the gameplay.	3	19/04/2023	Emis Reka/ Eva Veli
FR_16	The game should include accessibility options for players with disabilities.	Every user can change things to be able to play the game, such as adjustable difficulty or alternative control schemes.	3	19/04/2023	Emis Reka/ Eva Veli
FR_17	The game should include a tutorial mode.	The tutorial mode should be able to teach the player how to play the game and use its various mechanics.	3	19/04/2023	Emis Reka/ Eva Veli

FR_18	The game should allow the player to control the camera.	The user can change the camera to get a better view of the level or environment.	3	19/04/2023	Emis Reka/ Eva Veli
FR_19	The game should have achievements or trophies.	The player can get achievements that he can earn by completing specific challenges or objectives.	3	19/04/2023	Emis Reka/ Eva Veli
FR_20	The game will have a lives system.	This will allow the player to earn extra lives by collecting coins or defeating enemies.	2	19/04/2023	Emis Reka/ Eva Veli
FR_21	The game should have platforming challenges.	This will require the player to use their jumping and timing skills to navigate obstacles.	3	19/04/2023	Emis Reka/ Eva Veli
FR_22	The game should have customizable video settings.	Customizable video settings in a game allow players to adjust visual parameters such as resolution, texture quality, anti-aliasing, shadows, and lighting to match their preferences and hardware capabilities.	3	19/04/2023	Emis Reka/ Eva Veli
FR_23	The game should include multiple levels with increasing difficulty.	Each level should be designed to challenge the player's skills and offer a unique experience.	2	19/04/2023	Emis Reka/ Eva Veli

FR_24	The game should be able to allow the user to take a screenshot.	Refers to the ability of the user to capture an image of the current game screen and save it as a picture file for later viewing or sharing	3	19/04/2023	Emis Reka/ Eva Veli
FR_25	The game should allow the user to share the status on Discord.	Display their current gaming activity to their friends, allowing them to see what game they are playing and join in on the action.	3	19/04/2023	Emis Reka/ Eva Veli