The Worst of Friends Fireside Toolkit Phase 1

Functional Requirements

- The System shall offer the ability to start a new Project.
- The System shall offer the ability to continue an existing Project.
- The System shall open a <u>Project</u> in the <u>Project Home</u>.
- The System shall link the <u>Project Home</u> to an <u>Edit Path Screen</u> used to edit <u>Paths</u>.
- The System shall link the <u>Project Home</u> to an <u>Edit Button Screen</u> used to edit <u>Buttons</u>.
- The System shall link the Edit Path Screen to the Edit Button Screen.
- The System shall store <u>Images</u> and <u>Sounds</u> given by the <u>User</u>.
- The System shall link <u>Images</u> and <u>Sounds</u> to <u>Paths</u>.
- The System shall link <u>Images</u> and <u>Sounds</u> to <u>Buttons</u>.
- The System shall allow the <u>User</u> to edit <u>Rules</u> the game engine uses to determine what to show next while an instance of the <u>Project</u> is being played.
- The System shall allow the <u>User</u> to create <u>Character Attributes</u> for one or more Characters.