

<u>Requirement ID</u>	<u>Description</u>	<u>Risk and assumptions</u>	<u>Priority</u>
UR_WIN	The game must be won when the user has finished serving all the customers	If the level is made too difficult it could be impossible to win	Shall
UR_LOSS	The game is lost when all reputation points are lost		Shall
UR_PLAYABLE	The game should be playable and enjoyable for the cohort, customer and The University of York Communications Office	The game will run smoothly and as intended	Shall
UR_MONEY	The user should be able to make money and invest some of their earnings to enable the other cooking station and unlock new chefs.	The user may not know about the mechanic	Shall
UR_CHEF	All chefs should be unique through the shape of their hat.	The chefs are easily differentiated from each other	Shall
UR_RECIPE	All recipes should be unique		Shall
UR_KITCHEN_UNIT	The kitchen units should have different functions. E.g chopping board or frying pan.	The user may not know how to use the unit.	Shall
UR_TIME	The game should be fast paced and the time to complete an order should not be too long	The game could become too easy and not be fun to play	Shall
UR_SAVE_GAME	The user should be able to save the state of the game at any point and resume a saved game at a later point.		Shall
UR_DIFFICULTY	The user should be able to select between different levels of difficulty in the game.		Shall
UR_PREP_STEP	The user should be able to take control of the chefs in order to successfully complete a preparation step.	Method to successfully complete a prep step should be simple but also somewhat challenging.	Shall
UR_POWER_UP	The user should be able to enable 5		Shall

	different power ups.		
UR_USER_EXPERIENCE	The user should be familiar with the design of the game, and it should be simple and intuitive.		Should
UR_CONVENTIONS	The game should follow standard conventions	The conventions could be followed blindly and be counter productive	May
UR_COLLISION	The game should not allow the chefs to phase through each other	Excessive collisions may lead to frustration	May
UR_INACTIVITY	The game should play a pre-recorded demo when the user is inactive for a given time	Assumes the user may be inactive	May