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Functional Requirements for Project 3

**FUNCTIONALITY**

1. **System will create a car game**
   1. Car game will prompt the user to edit three cars.
      1. Choosing their type, color, tires, and engine.
   2. A help button when clicked shows an explanation of the game.
   3. Once the user selects the cars, the continue button will bring them to the next scene, the race.
   4. When pressing the start button, the cars will drive around a track. Speed specified by their type, tires, and engine. Handling specified by their type and tires. Breakdown chance determined by their engine and type.
   5. When all cars finish racing, and you press the finish button, it will bring you to the next scene.
      1. The end scene will announce the winner, and display each car’s information to the user: time, route, type, color, tires, and engine.
2. **The program progresses through three scenes**
   1. A button signals the transition to the next scene as soon as the user

clicks it

1. **Computation and data transmission:**
   1. When the cars are generated, it will
      1. Pull an image file for a car from a specified file location, and if that’s not available, from a URL.
   2. When the start button in the race scene is pressed, it will run the car’s animations for their movement.