The Worst of Friends

Phase 1

**Functional Requirements**

* The System shall create an executable, which runs the (Project).
* The System shall offer the ability to start a new (Project) or continue an existing (Project).
* The System shall store character (Statistics) for one or more (Characters).

Engine Basics

* The System shall keep track of the current (Round) and current (Turn).
  + Each (Round) is made up of as multiple (Turns); one (Turn) for each character.
* The System shall compose (Round Introduction Slides).
* The System shall adhere to (User) given rules as to when a (Round Introduction Slide) may play.
* The System shall compose a (Project) of one or more (Home Slides).
* The System shall adhere to (User) given rules as to which (Home Slide) should be currently displayed. (Note: I assume we’ll just give them an order or trigger)
* The System shall compose each (Home Slide) with two or more (Location Buttons).
* The System shall connect each (Location Button) to a (Location Slide).
* The System shall compose each (Location Slide) with two or more (Activity Buttons).
* The System shall connect each (Activity Button) to an (Activity Slide).
* The System shall compose an (Activity Slide).
* The System may adjust character (Statistics) based on (User) given rules as the result of an (Activity Slide).
* The System shall compose (Event Slides) with two or more (Reaction Buttons).
* The System shall adhere to (User) given rules as to when an (Event Slide) may play.
* The System shall compose (Event Resolution Slides).
* The System shall adhere to (User) given rules as to when an (Event Resolution Slide) may play.
* The System may adjust character (Statistics) based (User) given rules as the result of an (Event Resolution Slide).
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* The System shall compose (End Slides).
* The System shall adhere to (User) given rules as when an (End Slides) may be played.
* The System shall compose each (Slide) using an (Image) provided by the (User) or a plain white box.
* The System shall compose each (Button) using an (Image) provided by the (User) or a generic button with centered plain text.

Stretch Goals

* The System may apply a background (Sound), provided by the (User), to each (Slide).
* The System may apply a (Sound), provided by the (User), to each (Button) click.
* The System may apply an (Image), provided by the (User), to represent the (Character).
* The System may apply the (Image) of the (Character) to differing locations on each (Slide).