

User requirements

ID	Description	Priority	Iteration
UR_PLATFORM	Game will be run on a desktop/laptop	Shall	Assessment 1
UR_LOCATIONS	Must have actual locations from campus east	Shall	Assessment 1
UR_RESULT	You get a result at the end of the game.	Shall	Assessment 2
UR_LENGTH	Game lasts around 10 minutes	Should	Assessment 2
UR_ACCESSIBLE	Accessible to those who have colour vision impairments	Should	Assessment 2
UR_MARKET	Marketable to 16-20 year olds	Should	Assessment 1
UR_GAMEPLAY	Game is easy to understand	Should	Assessment 1
UR_DAY	Each game day should represent 16 hours with 8 hours sleep	Shall	Assessment 2
UR_ENERGY	There is an energy bar	Shall	Assessment 2
UR_STUDY	Player must study during the game	Shall	Assessment 2
UR_MENU	Game does not immediately begin	May	Assessment 1
UR_EAT	Player has the the option to eat	Shall	Assessment 1

Functional requirements

ID	Description	User Requirement	Iteration
FR_ASPECT_RATIO	Aspect ratio works on laptop and desktop	UR_PLATFORM	Assessment 2
FR_CONTROLS	Controls using keyboard and mouse	UR_PLATFORM	Assessment 1
FR_SPECS	Should run on an average, low spec computer	UR_PLATFORM	Assessment 1
FR_STUDY_SPACE	There should be a computer Science building to be a study space	UR_LOCATIONS	Assessment 1

FR_ACCOMODATION	There should be an accommodation (constantine) where the user sleeps	UR_LOCATIONS	Assessment 1
FR_RESTAURANT	There should be a restaurant for the user to eat at, piazza	UR_LOCATIONS	Assessment 1
FR_ACTIVITY	A bus stop to town as a general activity for the user	UR_LOCATIONS	Assessment 1
FR_SCORE	Score out of 100, displayed at the end.	UR_RESULT	Assessment 2
FR_PREV_SCORE	Final screen displays previous score and high score	UR_RESULT	Assessment 2
FR_ACCESSIBLE	Display both sprite and sprite description	UR_ACCESSIBLE	Assessment 2
FR_PERSPECTIVE	will show map top down perspective	UR_GAMEPLAY	Assessment 1
FR_SLEEP	sleep is used to enter the next day	UR_GAMEPLAY	Assessment 1
FR_ENERGY_EMPTY	Energy must be depleted after 16 hours, forcing player to sleep	UR_DAY	Assessment 2
FR_ACTIVTY_DURATION	Each activity will take a certain amount of time	UR_DAY	Assessment 2
FR_STUDY_DURATION	For studying, you can select the amount of time you study	UR_DAY, UR_STUDY	Assessment 2
FR_ENERGY_LOSS	carrying out different activities will deplete different amounts of energy	UR_ENERGY	Assessment 2
FR_MISSED_STUDY	missing study is only allowed once per game and must be made up another day	UR_STUDY	Assessment 2
FR_STUDY_FAIL	if the player misses 2 days of study, they fail overall	UR_STUDY	Assessment 2
FR_MENU	Brief description of situation before game begins, press button to start	UR_MENU	Assessment 1

FR_MISSED_MEAL	if the player doesn't eat at all for a day they fail - minimum once per day	UR_EAT	Assessment 2
FR_REGULAR_MEAL	if the player eats 3 times spread throughout the day, they get more points	UR_EAT	Assessment 2

Non-Functional requirements

ID	Description	User Requirement	Fit criteria
NFR_MINIMAL_OPTIONS	Simple game, minimal options and interactions	UR_LENGTH	<4 clicks to do an activity
NFR_MOVEMENT	simple movement	UR_LENGTH	WASD or arrow keys
NFR_DELAYS	no long delays, carrying out an activity is quick	UR_LENGTH	No longer than a few seconds to carry out any task
NFR_COLOURS	use easy to differentiate colours	UR_ACCESSIBLE	Use colour blind checker
NFR_GAMEPLAY	meant to be humorous	UR_MARKET	Get peers opinions
NFR_ART_STYLE	pixel art style (retro)	UR_MARKET	32-bit, 16-bit
NFR_MARKET	activities catered to 16-20 year olds	UR_MARKET	Realistic to York, popular with students.
NFR_MAP	map is simple layout	UR_GAMEPLAY	Matches campus east layout