**3. Specific Requirements**

Section 3 will cover interface, functional, and quality requirements.

**3.1 External Interface Requirements**

**3.1.1 User Interfaces**

Text

**3.1.2 Hardware Interfaces**

No specific hardware is required, outside a desktop pc to play on.

**3.1.3 Software Interfaces**

No other apps are required to run the game, so there is no communication with other software

**3.1.4 Communication Interfaces**

There is no communication to an external server. Everything is handled within the game

**3.2 Functional Requirements**

**ID: FR1**

TITLE: Start New Game

DESC: The user will start a new game so they can play it.

RAT: To start the game

DEP: None

**ID: FR2**

TITLE: Save Game

DESC: The user will save the game so they can come back later and play it.

RAT: To save the game so it can be played later

DEP: FR1

**ID: FR3**

TITLE: Load Game

DESC: The user will be able to load the game they saved earlier.

RAT: To load the game that was saved

DEP: FR2

**ID: FR4**

TITLE: Create Character

DESC: The user will make a character that they will control for the current run through of the game.

RAT: To make the character the user will be playing as in the game

DEP: FR1

**ID: FR5**

TITLE: Select Race

DESC: The player will choose between a human or fantasy races, such as an elf, that they want to play as. This will affect their stats, which means they might play better as a different class.

RAT: The race of the character from FR4

DEP: FR4

**ID: FR6**

TITLE: Select Class

DESC: The class will determine what kind of weapons the character uses, and their defense and attack bonuses.

RAT: The class of the character from FR4

DEP: FR4

**ID: FR7**

TITLE: Move character

DESC: The user will move their character around a maze and get random encounters

RAT: To move the character around a maze

DEP: FR3

**ID: FR8**

TITLE: Fight enemies

DESC: The user will randomly encounter enemies that they will then fight.

RAT: Fight enemies that will appear in the maze

DEP: FR7

**ID: FR9**

TITLE: Access Inventory(In and out of battle)

DESC: The user will be able to access their inventory which contains all their loot (SEE FR10).

RAT: Access items that the player will obtain

DEP: FR3 / FR7

**ID: FR10**

TITLE: Pick up loot

DESC: After a battle, enemies will drop loot that the user can pickup.

RAT: To pick up the items that will be stored in the inventory

DEP: FR8

**ID: FR11**

TITLE: Change Armor

DESC: The user will change their current armor with armor that they picked up from loot. By doing this, they will become stronger.

RAT: To equip better for making fights easier

DEP: FR9

**ID: FR12**

TITLE: Change Weapon

DESC: The user will change their current weapon with a new weapon that they picked up from loot.

RAT: To change weapons to make killing enemies easier

DEP: FR9

**ID: FR13**

TITLE: Heal Self

DESC: When the user has low health, they will heal themselves so they don’t die

RAT: To heal the player character so he doesn’t die.

DEP: FR9

**ID: FR14**

TITLE: Use Item

DESC: The user will use items that they picked up for various reasons, including one time use weapons that can be used in battle.

RAT: To help the player in certain situations

DEP: FR9

**3.3 Performance Requirements**

**ID: QR1**

TITLE: Run smoothly

DESC:

RAT: The game needs to run smoothly

DEP: none