Requirements

# Purpose

* Educational video game aimed for children
* Provide educational environment that is engaging for children
* Aids learning with different learning styles

# Features

* Player can move around left and right and jump
* Player answers questions to move forward
* Player collects items

# Requirements

1. Must be educational
   * Fit Criterion:
   * Dependency: 4
2. Children need to be able to understand how to play
3. Difficulty should be challenging enough to be fun but not too hard to deter playing
4. Must be engaging and entertaining for player to want to keep playing.

# Functional Requirements

1. Basic Physics system where character can move forward and back and jump up and down
2. Character must stay within bounds of the level and on main platform area
3. Dialog Must properly appear when character enters in range of an object or obstacle
   * Dialog mode is exited upon completion of the question wrong or right.
   * Normal movement will be restored when dialog is finished.
4. Level ends when objectives are complete, player collects required items and gets to designated area
   * The end of the level must be triggered and brought back to the menu.
5. Overworld will link levels and spiders’ home. Show items collected.
   * When enough items collected next level is unlocked.
   * Levels must properly transition when they are selected.
6. Menu System
   * User navigates through menu with basic settings
   * Must be able to start the game and resume progress
   * Must leave menu mode and load the level

# Performance Requirements

* Game must run on most standard systems.
  + Windows, Mac, Linux
  + Game runs efficiently on machine
* No crashing or freezing