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

* Must be educational
* Children need to be able to understand how to play
* Difficulty should be challenging enough to be fun but not too hard to deter playing
* Must be engaging and entertaining for player to want to keep playing.

# Functional Requirements

* Basic Physics system where character can move forward and back and jump up and down
* Character must stay within bounds of the level and on main platform area
* 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.
* 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.
* 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.
* 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