Functional Requirements:

1. The system shall allow users to create profiles to begin playing the game
   1. There shall be up to 5 players
   2. You shall choose a gender of your character
   3. You shall choose your backpack style and color
2. The system will allow users to choose their path in college
   1. Community, university, etc
3. The system will notify users of stuff idk.
4. The system will compute the winner at the end of the game
   1. Ending career salary will be displayed, then subtract benefits, then subtract loans
   2. Ending will account for experience tiles and friends accumulated along the way
   3. Winner will be the one with the most money and experience / friends at the end
5. The game will rotate through player turns in a Round-Robin fashion, with the exception of any player who loses a turn during gameplay
6. Players will be able to see their player stats during their turn
   1. Stats will include number of loans, number of friends, grades, etc.
7. Players will be able to view the rules of gameplay at any time by pushing a button
8. On an individual player’s turn, the player will be able to click a button to spin their number
9. An individual player’s backpack marker will move the same number of spaces as dictated by their spin during a given turn
   1. With the exception of stop spaces: Players will stop on a stop space regardless of how many spaces are left on their roll
10. A player’s turn (roll) may be hindered by a previous tile landed on
    1. Exam tiles will help a player during the university phase, and they could land on a tile having them choose to party the night before an exam
    2. Assignment tiles (maybe?) could be affected by a tile that has a player cheat and fail
    3. Player could land on a tile that loses them friends due to some action
11. A player could potentially “fail out” and lose the game immediately
    1. Don’t include this option until at least halfway through the game, if at all

Non Functional Requirements:

1. The system shall be maintainable
   1. We will be able to meet new requirements as discovered throughout play
   2. We will be able to repair bugs as we develop the system
2. The system shall be scalable
   1. We will be able to expand our game to have more options for tiles, majors, activities, and other game details
3. The system shall be reliable
   1. The game will be free of any unexpected crashes or other major defects that would affect overall reliability
4. The system shall be usable
   1. User experience will remain consistent throughout gameplay and across multiple games