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

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 will be scalable
   1. We will be able to expand our game to have more options for tiles, majors, activities, and other game details