

# Requirements

## New requirements

ID	Corresponding UR Req. ID	Description	Assumptions	Risks	Req. Type
FR_CON TROLS		Only AWSO will be used instead of arrow keys	More common to use during games	Users may attempt to use arrow keys	Invariant
FR_SHO OT		Bullet speed increased by 0.02	If the game is too easy it is not fun	The game may no wbe too hard	Invariant
FR-FORT RESSDA MAGE	UR_DIFFICUL TY	As the game progresses, the fortresses will increase in strength linearly 0.05 units of damage/se cond	If the game is too easy it is not fun	After a certain part in the game the game may become impossible	Transformati on
FR_FIRE TUCKS	UR_SHOOT	The game should include 4 fire engines			Invariant
FR_ET_P ATROLS	UR_SHOOT	The game should include 8 ET patrols which roam around the map and attack the fire trucks.			Invariant
FR_ET_F ORT	UR_SHOOT	The game should include 6 ET fortresses.			Invariant
FR_MINI GAME	UR_MINIGAM E	A minigame will load when a fire	It is fun to have different	The minigame may take too	Transformati on

		engine is required to refill.	aspects to the game	long to play	
FR_MINI GAME_P PES	UR_MINIGAM E	The pipes in the minigame rotate in a grid			Transformati on
FR_MINI GAME_W IN	UR_MINIGAM E	Once the pipes have connected the game is won and the fire engine is refilled			Invariant
FR_FIRE STATION _DESTR OYED	UR_END	After a set period of time the fire station is destroyed by the ET fortresses			Transformati on

Other requirements found here:

<https://jordan00789.github.io/SEPR/Assessment2/a2ureqs.pdf>