

Assessment 2 requirements:

UR_ENDLESS_MODE	A constant amount of customers come until you lose.	Shall
UR_INVEST_MONEY	Can spend earned money on upgrades	Shall
UR_UNLOCK	Can unlock more stations, recipes and staff	Shall

FR_CUSTOMER_GROUPS	The system shall increase the odds of customers arriving in pairs or groups of 3 as the game progresses	UR_CUSTOMER_ARRIVAL
FR_CUSTOMER_TIMES_OUT	The customer shall leave after waiting too long and a reputation point shall be deducted	UR_CUSTOMER_LEAVES UR_REPUTATION
FR_SCENARIO_LOSE	The system shall award the player with a loss if rep points reach 0	UR_SCENARIO_MODE UR_LOSE_GAME
FR_ENDLESS_MODE	The system shall infinitely send more customers to be served in increasing frequency	UR_ENDLESS_MODE
FR_ENDLESS_SCORE	The system shall keep track of the amount of customers served and the highest number served in an endless run	UR_ENDLESS_MODE UR_ENDLESS_SCORE
FR_ENDLESS_END	The system shall end the endless mode when rep points reaches 0	UR_ENDLESS_MODE UR_LOSE_GAME
FR_PREP_FAIL	The system shall require a prep step is repeated should it be failed	UR_FOOD_PREP
FR_RECIPE_PIZZA	The system shall require that a pizza is made by through multiple steps	UR_RECIPE
FR_RECIPE_JACKET_POT	The system shall require	UR_RECIPE

ATO	that a jacket potato is made by through multiple steps	
FR_REPUTATION	The player shall start with 3 reputation points	UR_REPUTATION
FR_LEADERBOARD	The system shall keep track of the highest scores and display a leaderboard table at the end of the game	UR_LEADERBOARD
FR_UNLOCK	The system shall provide the means to unlock more stations, recipes and staff	UR_UNLOCK UR_INVEST_MONEY

NFR_UNLOCK	The system shall be secure	UR_UNLOCK	The system shall provide a secure authentication mechanism for buying more staff based off the in-game currency
NFR_SCENARIO_ENDLESS	The system shall be scalable	UR_ENDLESS_MODE	The system will support an appropriate number of customers