

	Ver 1.2	Modified 5/7/2022						
	Ref #	System Name	Feature Supported	Feature Specifics	Priority	Difficulty	Risk	Comments
	1	Puzzle						
	1a		Puzzle generation		High	High	Med	
	1b		Design		High	Med	Med	Includes both designing the puzzle outside of Unreal + implementation in Unreal
				Move Blocks				
				Rotate Puzzle				
				Reset				
				Submit Puzzle				
	1c		Interactivity					
				Solution	High	High	High	The solution to the puzzle has to be programmed in.
				Track Moves	Low	Low	Low	Track the number of moves or the time it takes for users to complete the puzzle
				Correct/Wrong	High	Low	Low	User feedback for their solution
				Restart Button	Low	Low	Low	
	2	Traversal		Exit Button	High	Low	Low	
	2a		Camera		High	Med	Low	
				View Frustum				
				Viewing Distance (Scale)				
	3	Tower						This includes the design of the tower itself and how the puzzle and character can interact with it.
	3a		Design		High	Low	Low	
				General Setting				
				Different difficulty levels				
	3b		Interactivity		Med	Low	Low	

[illegible]

[illegible]