Functional Requirements

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| ID | Requirement |
| 1 | Player can move around using the ‘WASD’ keys and look around using the mouse |
| 2 | Game objects (including player) cannot pass through one another |
| 3 | Player can pick up and carry relevant game objects |
| 4 | Game objects are correctly added and removed when building apparatus in correct order |
| 5 | Light gate records the time taken for the card to fall through |
| 6 | HUD outputs correct message when looking at a given game object |
| 7 | Notes page should open and record input |
| 8 | Table page should create a table with given row and column values and accept user input |
| 9 | HUD displays correct stage of the experiment |
| 10 | Graph allows users to plot points and draw a line of best fit |
| 11 | System should grade player on their performance |
| 12 | Game menu should allow for addition of new levels |

Non-Functional Requirements

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| ID | Requirement |
| 1 | User interface is clear and easy to read |
| 2 | Game educates users on the scientific method and principles |
| 3 | Gameplay is smooth and without glitches |
| 4 | Game plays successfully on multiple screen sizes and operating systems |