**Pedro’s Journey: National Youth Day Mobile Game Application**

**Functional Requirements**

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Approved by:

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| **Module Name** | **Functionality** |
| **Title Screen** |  |
| TAP TO START Module | It enables the user to start the game and proceed to enter your name menu and then to mode select menu |
| **Mode Select** |  |
| ENTER TO THE MAIN GAME Module | It enables the user to enter to the main game |
| BAMBOOZLE Module | It enables the user to proceed to the difficulty screen of the mini game |
| MEMORY MATCH Module | It enables the user to proceed to the difficulty screen of the mini game |
| QUOTATION EXAM Module | It enables the user to proceed to the difficulty screen of the mini game |
| OPTIONS MODULE | It enables the user to proceed to the options screen |
| **Main Game Menu** |  |
| NEW GAME Module | It enables the user to enter a new game overwriting any previous save data |
| LOAD GAME Module | It enables the user to load the last saved data and continue playing |
| BACK Module | It enables the user to traverse back to the previous screen. |
| **Map Menu** |  |
| CHAPTER/LOCATION BUTTON Module | It enables the user to proceed to the QR Code Scanning Screen in order to play a chapter of the main game |
| PROLOGUE Module | It enables the user to play the prologue chapter of the main game |
| BACK Module | It enables the user to traverse back to the previous screen. |
| **QR Code Scan** |  |
| CAMERA Module | It enables the user to scan the respective QR Code. |
| BACK Module | It enables the user to traverse back to the previous screen |
| PROCEED TO CHAPTER Module | It enables the user to proceed to the chapter after scanning the QR Code successfully. |
| **Dialogue Screen** |  |
| PAUSE Module | It enables the user to pause the game |
| SKIP Module | It enables the user to skip the dialogue and engage battle right away |
| TAP THE DIALOGUE BOX Module | It enables the user to proceed the with the dialogue |
| **Battle Screen** |  |
| PAUSE Module | It enables the user to pause the game |
| ATTACK Module | It enables the user to damage the enemy |
| HEAL Module | It enables the user to heal the his/her character |
| QUESTIONAIRE BOX Module | It enables the user to see the given question |
| CHOICE Module | It enables the user to tap and select the answer of his/her choice |
| HEALTH/HP Module | It enables the user to see the remaining health of his/her character |
| **Pause Menu** |  |
| RESUME Module | It enables the user to continue playing the game |
| MENU Module | It enables the user to exit the game and go to the Map Menu Screen |
| QUIT Module | It enables the user to quit the game |
| **Difficulty Menu** |  |
| BACK Module | It enables the user to traverse back to the previous screen. |
| EASY Module | It enables the user to proceed to the Level Select Screen and play the mini game in easy difficulty. |
| MEDIUM Module | It enables the user to proceed to the Level Select Screen and play the mini game in medium difficulty. |
| HARD Module | It enables the user to proceed to the Level Select Screen and play the mini game in hard difficulty. |
| **Level Select Menu** |  |
| BACK Module | It enables the user to traverse back to the previous screen. |
| LEVEL 1 MODULE | It enables the user to proceed to the first level of the mini game |
| LEVEL 2 MODULE | It enables the user to proceed to the second level of the mini game |
| LEVEL 2 MODULE | It enables the user to proceed to the third level of the mini game |

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| **Memory Match Game Screen** |  |
| BACK Module | It enables the user to traverse back to the previous screen. |
| TAP TO FLIP Module | It enables the user to tap the back of the card to flip it. |
| TIMER Module | It enables the user to see the time left |
| **Bamboozle Game Screen** |  |
| SELECT LETTER Module | It enables the user to select the letter of his/her choice to form a word. |
| TIP Module | It enables the user to see a picture as a hint of the word. |
| RESET Module | It enables the user to reset the letters selected |
| ENTER Module | It enables the user to enter the word selected and checks if the word is right or not. |
| TIMER Module | It enables the user to see the time left |
| BACK Module | It enables the user to traverse back to the previous screen. |
| **Quotation Exam Game Screen** |  |
| QUESTIONAIRE BOX Module | It enables the user to see the given question |
| CHOICE Module | It enables the user to tap and select the answer of his/her choice |
| LIVES Module | It enables the user to see the remaining lives left |
| BACK Module | It enables the user to traverse back to the previous screen. |
| **You Win Screen** |  |
| EXIT Module | It enables the user to traverse back to the Difficulty Menu screen |
| **Game Over Screen** |  |
| EXIT Module | It enables the user to traverse back to the Difficulty Menu screen |
| **Options Menu** |  |
| CLEAR MAIN GAME Module | It enables user to clear main game’s save data |
| CLEAR BAMBOOZLE DATA Module | It enables user to clear Bamboozle’s save data |
| CLEAR MEMORY MATCH DATA Module | It enables user to clear Memory Match’s save data |
| CLEAR QUOTATION EXAM DATA Module | It enables user to clear Quotation Exam’s save data |
| CLEAR ALL Module | It enables user to clear all games data |
| RENAME Module | It enables user to rename the Main Character’s name. |

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| **Enter your name Menu** |  |
| ENTER YOUR NAME FIELD Module | It enables users to input the name they want for the Main Character. |
| ENTER Module | It enables the user to proceed and confirm the name being inputted |