Amusement Park Mogul – Functional Requirements 9.30.24

1. Functional Requirements

ID	Requirement	Notes	Priority
1.1	The system will require a secure login	SSO from Facebook, Google and Microsoft.	1
1.2	The system will have a user pick a theme and name of their park		1
1.3	The system will allow a user to pick from 1 of 2 investors		1
1.4	The system will generate the quantity of their first group of guests	Randomized number	1
1.5	The system will allow users to build attractions using their cash		1
1.6	During duration of play, the system will trigger users when they can reload cash and refresh their park rating		1
1.7	The system will update cash periodically	Based on attractions built, park rating and investor dollars lost or gained. This happens every 4 minutes of play	1
1.8	The system will provide an option to "buy" more cash during the duration of the game	Via e-commerce	2
1.9	The system will alert users when their cash hits $0 with a prompt to start over	Can "buy" more cash with e-commerce option	1