**SUPPLEMENTARY SPECIFICATION**

**Introduction**

The supplementary specification includes the issues that are not handled in use cases.

**Logging and Error Handling**

* Notify all the errors that are not handled in use cases to the system and collect them in a file.
* Handle all the errors that make the game crash or work wrongly.

**Usability**

* All the objects and items in the game should be visibly clear to make the game more enjoyable and easier to understand.
* Switching through menus must be fast and clear to not bore the player.
* Images that are used in the game must be clear and less space consuming.

**Reliability**

* There must not be any errors in the gameplay.
* The help page must be explanatory enough to not leave any questions in players’ minds.

**Performance**

* There must not be any lags or freezes in the gameplay.
* The game must be playable on most/all computers to reach more players.