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| **FR-01** |  | **The system must have one admin account by default.** |
|  | R-01.1 | An admin cannot make use of the requirements set for the user. (Ex: creating a *Hero*, playing the game) |
| **FR-02** |  | **An admin can create other admin accounts.** |
|  | Q-02.1 | The admin must provide an email and full name. |
|  | Q-02.2 | The system must generate the password. |
| **FR-03** |  | **An admin can create new content for the game (Items/Dungeons/Quests)** |
|  | Q-03.1 | Admin must provide full information over the new content before it can be added. |
| **FR-04** |  | **An user must be able to create an account.** |
|  | Q-04.1 | An account must be created using an email, username and password. |
|  | R-04.2 | An username must exist of at least 6 characters. |
|  | R-04.3 | An password must exist of at least 6 characters of which minimal one capital letter, one small letter and one number. |
| **FR-05** |  | **An user must be able to log in.** |
|  | Q-05.1 | To log in the user should provide an username and password. |
|  | Q-05.2 | The user must stay logged in while navigating through the pages. |
| **FR-06** |  | **An account must be able to create a *Hero*.** |
|  | R-06.1 | Each account can have a maximum of 3 *Heroes*. |
|  | Q-06.2 | Statistics of the created *Hero* can be edited while creating. |
| **FR-07** |  | **A *Hero* must be able to buy items.** |
|  | Q-07.1 | The *Hero* must have enough gold in the bank to buy the item. |
|  | R-07.2 | The *Hero* must have at least one empty space in the backpack. |
| **FR-08** |  | **A *Hero* must be able to sell an item.** |
|  | R-08.1 | A *Hero* can only sell items that are in the backpack. |
| **FR-09** |  | **A *Hero* must be able to enter a dungeon from a list.** |
|  | Q-09.1 | The list must consist of all available dungeons at that moment. |
|  | Q-09.2 | The list must be first sorted on level (difficulty) and then on alphabet. |
| **FR-10** |  | **A *Hero* must be able to combat other creatures in a dungeon.** |
|  | Q-10.1 | The *Hero* can earn gold and experience from battling these creatures. |
|  | R-10.2 | The *Hero* is not able to leave the dungeon before completing it. |
|  | Q-10.3 | The *Hero* will earn a bonus of gold and experience when the dungeon is completed. |
| **FR-11** |  | **A *Hero*****should be able to accept quests.** |
|  | R-11.1 | A *Hero* can only have one active quest at the same time. |
| **FR-12** |  | **A *Hero*****should be able to complete quests.** |
|  | Q-12.1 | When a quest is completed the *Hero* is giving gold, experience and/or items as reward. |
| **FR-13** |  | **A *Hero* should be able to cancel an active quest.** |
|  | R-13.1 | This is only possible when the quest is not yet completed. |
| **FR-14** |  | **Every user is able to watch leaderboards.** |
|  | R-14.1 | Only existing users will be appearing on the leaderboards. |
|  | R-14.2 | Only non-blocked users will be appearing on the leaderboards. |
| **FR-15** |  | **An admin can block an existing active account.** |
|  | R-15.1 | An admin cannot block another admin. |
|  | Q-15.2 | An admin must provide a length of the block. (Ex: one week or permanent) |
|  | Q-15.3 | An admin must provide a message for the user. |
| **FR-16** |  | **An admin can unblock an existing blocked account.** |

FR = Functional Requirement

Q = Quality Requirement

R = Restrictive Requirement