

**Scenario:**

Kitchen Mania is an upcoming web-based match-three-or-four puzzle game, where the user must make matches of different food items that are spread out across the board. The goal of the game is for the user to obtain enough points to move on to the next level; containing a higher number of points needed as well as a decreased amount of moves to complete it. Kitchen Mania includes an easy to navigate U.I to allow for a smooth user experience. As Kitchen Mania will be a free-to-play game, ad-integration is in development, but fret-not as the user will also have the option to purchase an Ad-Blocker. Furthermore, regarding the user experience of the game, Kitchen Mania uses a hi-score tracking system to allow for users to compete with all their BookFace friends; The way this is achieved is through using a login-logout system which allows us to store all the users' hi-scores and current levels in a database.

<b>Noun Phrases</b>	<b>Object</b>	<b>Attribute</b>	<b>Actors</b>	<b>Irrelevant</b>
Kitchen Mania, Web-based	Important Concepts			
Puzzle game, food items, points, move set		Attributes of gameplay		
Ad-Blocker, Ad-integration		Attributes of user interface		
User, Player, BookFace, Hi-score Tracking System			Important actors	
U.I, Login system, Hi-score tracker, Level difficulties, moves	Indirect connection to program functionality			
Navigate, Purchase, Experience, Friends, Options, Development, Board, Current				Irrelevant noun phrases (parts of explanations, examples, etc.)