Person to person interactions

\*Kind words

\*anyone interested

\*links available

Game is just the step to entice plausible users to join the interactive community on the basis of mentally straining issues, so that users in the "rl" do not feel hopeless in their matters.

Platform: PC, Unity, C#

Requirements:

1. Message System
   * Message Filter (certain inappropriate words) words
   * Manual Reporting
2. UI for Game
   * Buttons
   * GGC Dorm Room
   * themes
   * //2D (possible 2.5 D)
3. Anonymity
   * Random Letters and numbers
4. Single responses (thank you or like from original poster)
5. Like rating system account only
6. Login ggc email (for now)
7. Login completion: decoration for the room awarding and/or character
8. Resources (links)
9. Think of each person's skills and what you'd like to learn to **pick a platform and framework** to learn and use this semester
   1. PC (possible mobile port)
10. Make a new **list of requirements**
    1. **Look up**

Requirement list should include:

* Priority
  + 4, 6, 3, 1a, 8, 1b, 2, 5, 7
* Justification
  + 4 - main mechanic
  + 6 - link each response to a person
  + 3 - so people stay hidden
  + 1a - no toxicity in the community
  + 1b - so people can report said toxicity
  + 2a - so people know what to press
  + 8 - links so people can click
  + 2b - room so players have a place to hang out
  + 2c - how it actually shows messages
  + 5 - Gives users a sense of gratitude
  + 7 - incentive to give good advice/ vibes
* separation of functional(look up)
* Non-functional
  + Security - login securly
  + Performance - loads up within 30 secs
  + Portability - mobile port
  + Reliability - 0.001% failure rate
  + Ease of Use - Easy for any person to use
* domain requirements
  + Help ggc students
  + FERPA
  + GGC Privacy Rules