**REQUIREMENTS**

* When player opens the game, the main menu screen is going to appear.
* In the main menu screen, player should enter the number of the level and the number of the player that will be on the game board. After determining the settings of the game, player should press the *continue* button to reach the modification screen for the board.
* When player press the *continue* button, a square game board will be generated according to the given number of levels by the player. The goal, start, and gate tiles will be automatically assigned to predefined locations on the game board.
* There are several types of tiles that can be assigned to an empty game tile on the gameboard: start, goal, key, gate, snake, bug, cat, mummy and Ra. Each tile has a special rule related to gameplay as explained below.
  + **START:** Players start the game from this tile on the board and moves in the arrow direction.
  + **GOAL:** First player that reaches to this tile win the game and gameplay ends.
  + **KEY:** Player collects the key if not already holds any.
  + **GATE:** Player progress to next level if holds key and loses the key.
  + **SNAKE:** Player loses the key if holds it.
  + **BUG:** Player falls two tiles back.
  + **CAT:** Player moves one tile forward.
  + **MUMMY:** Player jumps one level down on the board if not already on the lowest level, loses the key if holds it.
  + **RA:** Player jumps one level up on the board and loses the key if holds it.
* On the modification screen, player can select other type of game tiles from the screen and can assign these the tiles to any empty tile on the game board.
* Gameboard has several kinds of tiles: start, goal, regular, key, gate, snake, bug, cat, mummy and Ra; each associated with an action and a location on the gameboard. Actions taken in the tiles have been explained in the design of the gameboard.
* To remove an assigned tile from the game board, player should choose the matching game tile from the screen and select the assigned tile.
* Player can select *randomize* button to locate game tiles randomly on the game board for fast starting a gameplay without manually modifying the game board.
* If player wants to change the settings, he can choose *return to main menu* button to go back to main menu screen.
* When the player is satisfied from the game board, he should select *start the game* button to start the gameplay.
* In the gameplay screen, each player characterized by their ordering tag, their location on the gameboard and hold the information of having the key. Player can obtain or drop the key throughout the gameplay.
* When the gameplay starts, players information on location initialize and set to same location as start. After that, players take their turns in an increasing order starting from first player and cycles when it reaches to the last player.
* Players roll the dice in the beginning of their turn and changes their location on the gameboard according to the rolled dice. After the player moves to the new location, it takes the action on the newly reached location and ends their turn.
* Gameplay ends when a player reaches to the goal tile.