

# Homework 2

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## System Overview

## User Interfaces

## Functional and Non-functional Descriptions

### Functional Requirements

- The user can navigate the menu to begin a new game.
- The user can navigate the menu to quit the game.
- The user can navigate the menu to see game statistics.
- The user can fire a laser at enemies.
- The user can move about their environment.
- The user can only use like-colored lasers to damage an enemy.

### Non-functional Requirements

- The menu items are legible and easy to follow.
- The color schemes for the menu complement those of the game.
- The user's weapons are fast enough to allow enjoyable gameplay.
- The user's movements are easy to control through the keyboard, with related controls not too far apart from one another.
- The colors of the different weapons are easily distinguishable.
- It is easy for the user to tell what color the enemies are.

**Performance Description**

**Exception Handling**

**Acceptance Criteria**

**Appendix**