**3.3 Nonfunctional requirements**

* **Usability**

Any user who can understand English will be able to play the game since the inputs and outputs are in plain English. Help page consists the required information about the dynamics of the game (e.g. power and attack type differences for unique characters, creatures user may interact, information about level-up and stat system, rules regarding load/save etc.) to inform and familiarize with the world created for the game. The grid-map system will make help the user’s orientation in the map(s).

* **Reliability**

The inputs which user can enter are limited to some extent. If the game is expecting a navigation command from the user like *“GO NORTH”,* typing *“ATTACK”* would not be accepted even the *“ATTACK”* may be a valid command for the game. The inputs outside the valid commands are ignored by default thus an error caused by input is avoided. Also this game does not require any hardware like special purpose keypad or controller so as long as the PC which will be played on is robust so does the game. In the event of unexpected data loss (e.g. save/load functions of the game) the game should be still operational since the deletion of the saved data is already a function of the game if user dies.

* **Performance**

The reaction time for user input is at most 3 seconds (calculations and rendering combined). Hence the game is turn based the maximum throughput is one command at a time both from the computer and the user.

* **Supportability**

Story line, map, characters, items can be expanded later on as DLCs or updates.

**3.4 Constraints (“Pseudo requirements”)**

* **Implementation requirements**

All of the Dread of the Evil Wizard will be developed using Java.

* **Interface requirements**

Every OS supporting Java should be able to run the game.

* **Operation requirements**

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* **Packaging requirements**

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* **Legal requirements**

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