**Additional information**

1. ARF Functional Specification:
   1. the click information is not clear enough, such as which button should user click, is it interacted by left click or right click, because sometimes a menu could be interacted by both clicks, and both clicks have different effect. In addition, will there be some change if the user holds the button.
   2. The ESC button should be activated for existing the current interface, since people are familiar with this button to quit “something”.
   3. The save button is right blow the setting, in this case, the save button should detect the change, for example, if there is no change made by the user, the save button should be un-clickable, after the change has been made the button should be clickable, and after the save button has been pressed, the save button should go back to un-clickable condition, which will make user easy to know that the something has been changed, also the change has been saved.
   4. From the save button above, there is one not clear, which is that if user clicked the save button, will the current menu be closed? If so, there should be an apply button, which can make the menu more efficient.
2. Backing info functional specification:
   1. There is no “back” button for user to go back to main menu.
   2. It is not clear of the color, the programmer must decide which color to use, which can be defined in design, not making by programmer.
   3. In most case, the collection not collected should be transparent, which makes user easier to identify the difference between them.
3. Chat Log Functional specification:
   1. In the chat log, each sentence send by speakers, there should be a name label before each sentence, then user can be aware of who sending the message.
   2. The list of speakers should be on some order, like ascending by name, or the time entering the chat log.
   3. A scroll bar is missing, if a user wants to roll back to see what other users said, which is very important.
4. Evidence Functional Specification:
   1. Is there a navigation system for the evidence? This may be necessary for helping user to find out the evidence left.
   2. If the evidence piece is being collected twice, what will happen?
5. Help Functional Specification:
   1. Will there be an online agent or robot that user can speak with to solve questions during the game?
   2. What if the question that user has cannot be found in the help section?
   3. There should be a key word search function build in the help section, then user can search the problem that encountered.
6. Map Functional Specification:
   1. The scale of the map may be necessary for user to understand the proportion of the landform.
   2. Is the teleport unlimited or it is limited times?
   3. The map should show the current location of the player.
   4. The map should be able to zoom in or zoom out.

**HELP FUNCTION USE CASE**

|  |  |
| --- | --- |
| Section | Description |
| Name | Help user to solve questions |
| Scope | Everything happened in game, or related to game |
| Level | Subfunction |
| Primary Actor | Users, admin |
| Stakeholders and Interests | (stakeholder1): what they want to know.  (stakeholder2): what they must know.  (stakeholder3): what they are supposed to know. |
| Preconditions | The user’s question must be able to find in the database or where the question and answer store |
| Postconditions | If user found the answer, will there be more option to user, such as digging deeper on the question |
| Main Success Scenario | Answer will be shown after user clicked the question  User can search key word in help section  User can leave their comments for the answer  User can select the question to tell system, is this answer helpful or not, also user can rate the answer  Some word in the answer can be clickable to redirect to another question and answer |
| Extensions | User click question, system retrieve the answer  Admin click the question and admin can edit it and the answer  User rate the answer, system store the rating  User choose the answer is helpful or not, system store that and telling admin the status of answer |
| Special Requirements | The question user searched can be redirect to website such as google to find out more answer, if the answer cannot be found in the help section |
| Variations in Technology and Data | Key result is highlight in the answer |
| Frequency of Occurrence | Very often |
| Miscellaneous | Online robot availability |

**Requirements**

1. System requirements:
   1. Version of the system to run the game, such as win10, win8, win7, OSX.
   2. How many storage is needed to install the game.
   3. Minimum system requirements and suggest system requirements for running the game, typically the graphic card and processor.
2. Age requirements:
   1. Is child able to play this game.
3. Internet requirements:
   1. Can user play this game offline or it must be online.
4. Hardware requirements:
   1. Is keyboard necessary? Can user do everything by mouse.
   2. Is controller supported.
   3. Is sound supported or is it important.

**Foreseeable issues**

1. Player is stuck somewhere, how to solve.
2. Bug happened when user drop items in the game, or after dropping there is no reaction for that.
3. Game time limited for underage students.
4. Save game and loading game
5. lag if the game can play online