

NASA Space APP Challenge		POLIN Space Society					
L0 level user requirements							
Requirement ID	Category	Simple User Requirement					<input type="checkbox"/>
R1	Habitat Design	The tool should let me choose the shape and size of the space habitat based on how it will be launched and used.					<input checked="" type="checkbox"/>
R2	Mission Settings	The tool should let me set how many people will live in the habitat, how long the mission lasts, and where it goes.					<input checked="" type="checkbox"/>
R3	Functional Areas	The tool should let me divide the habitat into different rooms or areas for tasks like eating, sleeping, and working.					<input checked="" type="checkbox"/>
R4	Area Size Rules	The tool should tell me if a room is too small for the number of people and how long they stay.					<input checked="" type="checkbox"/>
R5	Space Division	The tool should let me split the habitat into floors or sections in different ways, like circles or layers.					<input checked="" type="checkbox"/>
R6	Try Different Ideas	The tool should let me quickly change my design and try different ideas with different crew sizes.					<input type="checkbox"/>
R7	Paths and Movement	The tool should let me draw and see routes people would take inside the habitat to check movement ease.					<input type="checkbox"/>
R8	Add Objects	The tool should let me put items like space suits, food storage, or medical kits inside the habitat where I want.					<input checked="" type="checkbox"/>
R9	Show Measurements	The tool should show me measurements like size and space of each room so I know if it fits well.					<input checked="" type="checkbox"/>
R10	Good Placement Tips	The tool should help me place rooms in good spots, like keeping sleeping areas away from noisy places.					<input type="checkbox"/>
R11	Easy to Use	The tool should be easy and fun to use for students and space professionals without needing much training.					<input type="checkbox"/>
R12	Share Designs	The tool should let me share my habitat design with others and see their designs too.					<input type="checkbox"/>
R13	Environment Effects	The tool should consider how the Moon, Mars, or space environment changes the habitat design.					<input checked="" type="checkbox"/>
R14	Works Everywhere	The tool should work on common devices like computers and smartphones.					<input type="checkbox"/>
R15	Learn While Using	The tool should teach me about space habitats and explain why things are designed a certain way.					<input checked="" type="checkbox"/>
R16	Fast Response	The tool should respond quickly when I change something so I can keep experimenting without delay.					<input type="checkbox"/>