

| ID | Description | Priority |
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| UR_DISPLAY | The game should display to the user over a screen of varying sizes and should be accommodating for visual impairments. | Shall |
| UR_MAP | The game should have a university maze style map which the player must navigate to escape - this could resemble the UOY campus to appeal to stakeholders. | Shall |
| UR_PLAYER_CONTROL | The User should be able to control the player using an input system (Mouse and keyboard). | Shall |
| UR_GAME_COMPLETION | The User should be able to complete the game - winning or losing. | Shall |
| UR_PLAYER_ABILITIES | The User should be able to interact with the surroundings in specific ways that allow them to overcome a challenge . | Should |
| UR_CHALLENGE | There should be interactions in the game that challenge the user, preventing them from completing the game too easily. | Should |
| UR_SYSTEM | The system should work well on multiple devices | Should |
| UR_STYLE | The game should be a top down 2D style maze game, themed around escaping from university - user group ought to be considered. | Shall |
| UR_TIME_LIMIT | The game should have a limited duration. | Shall |
| UR_MENUS | The User should have access to several menu screens within the game that allow them to access key changeable variables - they must be easy to navigate. | Shall |
| UR_UI | There should be a pleasant and understandable UI. | Should |
| UR_ENEMY | The user can be slowed down by enemies that patrol the map. | May |
| UR_POINTS | The user can collect and earn points that increase their overall score. | Should |
| UR_LEADERBOARD | The player can not only see their own past scores, but also scores of anyone who has played previously. This should make the game more engaging as it allows the user to rank themselves against everyone else who has played. | Should |

| ID | Description | User Requirements |
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| FR_RESIZE | Possibly, we have a windowed and fullscreen such that windowed will appear as it usually does, and full screen will implement the resize deliverable. | UR_DISPLAY |
| FR_COLLISION | The player character will collide with the sections of the map - limiting their movement. | UR_MAP |
| FR_MAP_LIMIT | The map will have an "end" which the play cannot move over. | UR_MAP |
| FR_KEYBOARD_CONTROL | The player must be able to move up, down, left and right with the keys WASD, and the player character must alter its sprite in situ with this movement. Besides, we will add a shift to sprint feature. This will increase speed minimally (say about x1.2) and is being updated as, upon testing. | UR_PLAYER_CONTROL |
| FR_MOUSE_CONTROL | The player must be able to use the buttons on their mouse to interact with the game and it must implement some functionality in the design. | UR_PLAYER_CONTROL |
| FR_WIN_LOSE | The User must be able to find a way to complete the game within the constraints of the game. | UR_GAME_COMPLETION |
| FR_WIN_LOSE_SCREEN | Upon the user completing the game, or the player running out of time, the game should display a screen or image to inform the user of their success or failure. | UR_GAME_COMPLETION |

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| FR_TORCH | The user must use a torch mechanic to light their way in the game in order to escape the maze. There must be a way for the player to interact with the torch via an input device. | UR_PLAYER_ABILITIES |
| FR_KEYCARD | The user must be able to pick up, hold, drop and use a keycard to access new areas of the map. | UR_PLAYER_ABILITIES |

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| FR_FOOD | The User should be able to collect and consume a food item that temporarily boosts certain variables associated with the player character. | UR_PLAYER_ABILITIES |
| FR_GOOSE | The player Should be hindered by a goose - per the game being set on UOY campus. The Goose should be able to "steal" an item from the player and hinder them from completing the game. | UR_CHALLENGE |
| FR_LAKESIDE_EVENT | The player should be able to interact with the area around the lakeside, including the buildings. Completing tasks in each | UR_CHALLENGE |
| FR_MAZE_EVENT | The player should be able to complete small "side tasks" in the maze in order to earn extra points or increase their "time remaining" during the gameplay - these need not be completed in order to complete the game. | UR_CHALLENGE |
| FR_HIDDEN_GOOSE_EVENT | The play should be able to interact with the goose in some hidden way which does not hinder or benefit the player. | UR_CHALLENGE |
| FR_LECTURER | The player should be chased by a lecturer and forced into an UNSKIPPABLE cutscene - the timer should continue to run during this - worsening the player's score. | UR_CHALLENGE |
| FR_VISUALS | The game should resemble a university, but not with realism, a cartoonish style that is appealing to the general clientele, possibly a pixelated style that is appealing to younger users. | UR_STYLE |
| FR_COUNTDOWN | There should be a timer that limits the length of the game, this should be visible at all times when a game is in effect, it should limit the game to last 5 minutes. | UR_TIME_LIMIT |
| FR_PAUSE_COUNTDOWN | When the game is paused the countdown should be paused as well. | UR_TIME_LIMIT |
| FR_MAIN_MENU | There should be a main menu when the game is first opened which allows a player to access all other menus of the game, as well as a way to initiate a sequence of the game - a "PLAY" button. | UR_MENU |
| FR_SETTINGS | There should be a settings menu where the user can alter key variables within the game - such as game volume, music, player sounds. There should also be a return button to the main menu. | UR_MENU |
| FR_PAUSE | When the player pauses the game the pause menu should appear. This should stop the timer countdown, as well as offer the player the option to return to the main menu, as well as the option to return to the game. | UR_MENU |
| FR_RETURN | The player should be able to return to the previous menu from the menu they're in now. | UR_MENU |
| FR_LOCAL_SCORE | There should be a menu where the user can see a set of saved game scores - only the top ten should be shown along with the details relevant to them. | UR_MENU |
| FR_SCORE | There should be a constantly displayed score which is based on the player's timer, as well as interactions that a player completes within the game. | UR_UI |

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| FR_HOTBAR | The player should be able to collect items and store them in an inventory style hotbar. The hotbar should be visible at the top of the screen - could have a size limit | UR_UI |
| FR_ACTIVE_CHALLENGE | There should be a block of text that describes to the player what they should be trying to do - so the player does not get confused and lose interest. | UR_UI |
| FR_CLOCK | Part of the UI should simply show the timer countdown. | UR_UI |

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| FR_E_PATROL | Enemies that patrol the map should be able to hinder or slow down the player without a specific cutscene or interaction. | UR_ENEMY |
| FR_BONUS | There should be a collectable item that gives you some bonus points towards your final score that is collectable throughout the game. | UR_POINTS |
| FR_INTERACTION_BONUSES | Upon completing specific interactions the player should gain a specific set of bonus points depending on how quickly they completed the interaction or task. | UR_POINTS |

| ID | Description | User ID | Fit Criteria |
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| NFR_NAVIGATION | The map should be easily traversed. | UR_MAP | It should not take the player more than 2.5 minutes to cross the entire map. |
| NFR_MAP_LOAD | The time to load from one “map” in the game main maze to side rooms etc should be quick. | UR_MAP | It should not take more than a second to load in and out from maps. |
| NFR_PLAYER_RESPONSE | The player's character should respond quickly to user inputs. | UR_PLAYER_CONTROL | The player's character should respond to an input in <1ms. |
| NFR_INTUITIVE | The game should be easy for someone new to learn. | UR_PLAYER_CONTROL | The game controls should be easy for someone to learn within the first 2 minutes of gameplay |
| NFR_FEEDBACK | The game should provide feedback is the player completes an action | UR_PLAYER_CONTROL | And audible feedback shall inform the player they have completed an action |
| NFR_GAME_END | The game should finish within a set time. | UR_GAME_COMPLETION | The game should last < 5mins. |
| NFR_MIN_TIME | The game should not be completable under a certain time. | UR_GAME_COMPLETION | The game should last > 3mins. |
| NFR_MENU_USE | Menus should be usable | UR_MENUS | The font on the menus should be readable. |
| NFR_MENU_TO_GAME | The switch from the menu screen to the actual game should be quick. | UR_MENUS | Should move from menus to game < 3 seconds. |
| NFR_INTER-MENU | Moving from menu to menu should not be slow, allowing the player to navigate easily. | UR_MENUS | From one menu to another should take < 1 second. |
| NFR_PAUSE_MENU | Once in the game the player can pause the game - but should be able to do this quickly | UR_MENUS | The switch from game to pause menu should take less than a second. |
| NFR_GAMESPEED | The game should run smoothly at all points | UR_DISPLAY | The game should run at >60fps 90% of the time |
| NFR_CONSISTENT_GAMESPEED | The game should run consistently even if there are many objects | UR_DISPLAY | The game should run at >30 fps at all times |

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| NFR_GAMEPLAY | The game shall not crash or freeze during gameplay | UR_DISPLAY | The game will only crash or freeze a maximum of 1 in every hundred plays of the game |
| NFR_ACCESSIBILITY | The game should have options for those who are colourblind | UR_DISPLAY | Deuteranomaly, Protanomaly filters should be added at a minimum. |
| NFR_OS_VERAIONS | The game should run on multiple operating systems | UR_SYSTEM | The game should run on Windows, Linux and MAC OS |
| NFR_GAME_SIZE | The game shall not be too large to inhibit gameplay | UR_SYSTEM | The game shouldn't exceed 500MB during gameplay |