Requirement Questions

* Does it need to be 2D or 3D. What engine is best for it?
* Is movement click based like on a MOBA or using the arrow keys?
* Can units get more health?
* When should the minigame be played? How Often is it needed to be played?
* How nice graphically should it look? Does it need animations?
* Can you operate the game through a command line or must it be GUI?
* How should the user know when the game has been won or lost?
* Should the system allow the user to pause and resume the game?
* Should the game come with instructions explaining how to play it?
* Should the Fire Engines refill and repair instantaneously or should they take an amount of time to do this?
* Should a fortress be able to ‘repair’ itself before it is fully destroyed? Should it be able to re-build itself once it has flooded?
* Should the Fire Engines be able to attack ET patrols?
* Should Fortresses be able to deal more damage than patrols?
* Should a Fire Engine be able to take damage from a fortress and a patrol at the same time?
* Should more than one Fire Engine be able to move at the same time? Should the user be able to control all the fire engines?
* Should the game be able to go on infinitely if the user has not won or lost?
* How close to the engine/fortress should be considered a ‘hit’/’miss’?
* Is the game intended to be a live action or turn based game?
* Does it need a loading page/icon?
* Does it need background music/sound?
* How many game modes do we need?
* Should more than one role be able to select?
* How long should the minigame take?
* Should the user spend more time playing the minigame or controlling fire engines on the map?