

Extended Requirements Elicitation

After reviewing the product brief we identified three additional non functional requirements. The requirements elicitation process used was the same as the one explained in the initial requirements elicitation document [1].

ID	Requirement	Environmental Assumptions	Risks	Alternatives
N10	In each turn a player may choose to pass their turn	None	Players may not want to pass their turn.	None
N11	The game should have a simple Main Menu	The game must allow users to easily load a saved game or start a new game.	Implementing a main menu requires allocating additional resources to UI	Add a "Load Game" button in the game HUD.
N12	The game must be easy for new players to interact with.	The game will be used at University open days and UCAS days. So inexperienced players should be able to interact with the game easily.	Dedicating much attention to user interaction may delay implementation of more important features.	None

References

- [1] SEPR "Requirements Document" Lazer Dolphin Games [Online]. Available: <https://sepr-team-margaret.github.io/content/Req1U2.pdf> [Accessed: Feb. 14, 2018].