New and Changed Requirements

Our Changes   New

User Requirements:

UR_TARGET_AUDIENCE UR_INTUITIVE	The game should not have a specific target audience. i.e. cater to different levels of ability and be unambiguous and intuitive to complete.	SHALL
UR_PATROLS	The user shall meet patrols when moving around the map.	SHALL
UR_FORTRESS_ATTACK	The user shall be attacked by the fortresses when they're in range.	SHALL
UR_FIRETRUCK_MIN_ START	There should be at least The game should start with four Fire Engines with different specs that are all playable in the game until they are destroyed.	SHALL

System Functional Requirements:

SFR_FIRETRUCKS_STATS	The user will choose the type of fire truck at the beginning of the game have four unique fire trucks during the game to switch between.	UR_FIRETRUCKS _MIN_START
SFR_IMPLEMENT_PATROL S	Patrols should attack as they move around on a set path.	UR_PATROLS
SFR_MINIGAME	The minigame should be a platform-based game inspired by SuperMario and Flappy Bird start when the truck is in the fire station, lacking waterThe user cannot progress until they have won the minigame.	UR_MINIGAME
SFR_REFILL_ OVER_TIME FIRETRUCK	Fire engine refills over time once the minigame is complete.	UR_FIRETRUCK_ REFILL
SFR_CANCEL_REFILL	The refilling can be stopped at any point during the process. i.e. Leaving the station.	UR_FIRETRUCK_ REFILL
SFR_FORTRESS_AIM	The fortress projectiles must aim towards it's target.	UR_FORTRESS_ ATTACK