INDEX	ID	DESCRIPTION	USER REQUIREMENT
1.1A	FR_DIFFEREN T_COOKS	The system should be able to differentiate between different cooks	UR_SWITCHING_COOK S
1.2A	FR_CURRENT_ COOK	The system should be able to have a current cook that is being controlled by the user. Current cook is highlighted	UR_SWITCHING_COOK S
1.3A	FR_SWITCH_C OOKS	The system should allow the user to switch between cooks by clicking on their respective sprites	UR_SWITCHING_COOK S
2.1A	FR_MOVE_CO OK	The system should allow the user to move their selected cook by clicking on the stations	UR_MOVING_COOK
2.2A	FR_DESTINATI ONS	The system should have a set of different coordinates that the cooks can move to	UR_MOVING_COOK
2.3A	FR_MOVING_R OUTES	The system should have a set of routes that cook can take between the different stations	UR_MOVING_COOK
2.4A	FR_MOVING_G RAPHICS	The system should have graphics for cooks moving around the kitchen	UR_MOVING_COOK
2.5A	FR_COOK_CO LLISIONS	The system should ensure that two cooks moving on the same path won't affect their movement	UR_MOVING_COOK
3.1A	FR_USE_STATI ON	After the cook has arrived at the serving station or pantry, a menu opens up. After the cook has arrived at a cooking station, the user must click on the station to use it/drop their item.	UR_COOK_ACTION
3.2A	FR_DROP_RE STRICTION	The system should not allow the user to drop an ingredient on an incorrect station.	UR_COOK_ACTION
3.3A	FR_TAKE_PRE PPED_INGRED IENT	Once the preparation step has been completed the system should allow the user to add the prepared ingredient to their stack by clicking on a button.	UR_COOK_ACTION
3.4A	FR_COOK_RE STRICTIONS	The system should prevent the user from being able to control the cook during a preparation step.	UR_COOK_ACTION
3.5A	FR_VIEW_PAN TRY	When a user clicks on the pantry a window should pop up with the various ingredients; the top row of order tickets(with the recipes) should still be visible, as well as the stack on the right.There should also be a bin icon that removes the top item from the stack	UR_COOK_ACTION
3.6A	FR_EXIT_PANT RY	There should be an exit button to leave the pantry window.	UR_COOK_ACTION
3.7A	FR_SERVING_ STATION	When the user clicks on the serving station a menu should pop up with images of the dishes	UR_COOK_ACTION
3.8A	FR_EXIT_SER VING_STATION	The system should provide an exit button to leave the serving station	UR_COOK_ACTION
3.9A	FR_SERVE_DI SH	If the user has the correct ingredients on their stack (in any order) the system should allow them to click on the image of the dish to serve it, it is automatically served to the customer that waited to longest and the order ticket is removed from the top row	UR_COOK_ACTION
3.10A	FR_INCOMPLE	If the user tries to serve an incomplete dish the system	UR_COOK_ACTION

	TE_DISH	should alert the user what ingredients they are missing.	
3.11A	FR_BIN	The system should provide a bin which when clicked, removes the top ingredient from their stack.	UR_COOK_ACTION
4.1A	FR_STATION_ACTION	The system should display a button when a cooking action is required, such as flipping a burger. There should be a progress bar above the cook showing the progress of the cook's current action.	UR_STATION_ACTION
4.2B	FR_ACTION_TIME_LIMIT	The system should provide a time limit for the user to click the button.	UR_STATION_ACTION
4.3B	FR_PREP_FAIL	The system needs to destroy the user's ingredient if they fail to complete the task given to them within the allotted time	UR_STATION_ACTION
5.1A	FR_COOK_STACK	The system should provide a sidebar with a unique stack for each cook and should display the stack of the selected cook.	UR_COOK_STACK
5.2A	FR_ADD_TO_STACK	The system should add an ingredient to the stack when the user clicks on an ingredient in the pantry.	UR_COOK_STACK
5.3A	FR_STACK_LIMIT	The system should prevent the user from adding more than 5 ingredients on their stack.	UR_COOK_STACK
6.1A	FR_CUSTOMER_SPRITES	The system should provide sprites for each customer	UR_CUSTOMER_VIEW
6.2A	FR_ORDER_TICKET	There should be a row at the top with the customer order tickets which appears when a new customer arrives. Each ticket should also include the recipe.	UR_CUSTOMER_VIEW
7.1B	FR_ORDER_TIME_LIMIT	The system should provide a progress bar at the bottom of every ticket, showing how much time the user has to serve that customer.	UR_TIME_CUSTOMERS
8.1B	FR_REP_DISPLAY	The system should display the user's reputation points graphically	UR_REPUTATION
8.2B	FR_REP_LOSS	The system should remove a reputation point if the user doesn't serve a customer in time.	UR_REPUTATION
9.1B	FR_SCENARIO_MODE_EARNINGS	For scenario-based mode the earnings are proportional to how quickly the user completes the scenario	UR_EARNINGS
9.2B	FR_ENDLESS_MODE_EARNINGS	For endless mode the earnings are proportional to how many customers the user serves.	UR_EARNINGS
10.1B	FR_CUSTOMERS_SERVED	The system should provide a counter for the number of customers they serve in endless mode.	UR_MAX_SERVE
11.1A	FR_SCENARIO_TIME	The system should display the time the user takes when playing in scenario mode.	UR_SCENARIO_TIME
12.1B	FR_GAME_OVER	After the game is over the system should display the earnings for that round, the user's balance, a text field so the user can type their name and buttons that take you to the leaderboard or the main menu.	UR_USER_EXPERIENCE
12.2B	FR_LEADERBOARD	The system should display the top 10 scores on the leaderboard along with the user's name.	UR_USER_EXPERIENCE
12.3A	FR_MAIN_MEN	The main menu should have buttons for scenario mode,	UR_USER_EXPERIENC

	U	endless mode.	E
12.5A	FR_SFX	The system should provide some sound effects, and background music.	UR_USER_EXPERIENCE