

Specifications

	Need	Metric	Importance	Target	Units
1	Hand Held	LxWxH	High	5.9x3.9x1.1 – 9.8x5.9x3 (150x100x30 – 250x150x76.2)	Inches (Mm)
2	Screen	Diagonal	Low	4	Inches
3	Weight	Lbs	High	2	Lbs
4	Audio	Speakers	High	2	Stereo
5	Audio	Frequency	High	300 – 8k	Hz
5	Headphone Interface (Jack)	Size	High	1/8	Inches
6	Battery Life	Play Time	Medium	2	Hours
7	Power	Battery Output	High	6	Volts
8	Save Battery	Idle time	High	5	Minutes
9	Buttons Numbers	Number of	High	5 – 11	Subjective
10	Cartridges	Games per	Low	1 – 2	Games
11	Games	Language	Medium	C#/Object Oriented Spin	Feature
12	Memory	Ram/Flash	High	32 / 0 – 2000000	kB
13	Durability	Drop Test	Low	4	Ft
14	Environmental	Max Temperature	Low	10 over ambient	Degrees
16	Video	Refresh Rate	Medium	30 (Minimal)	Hz
17	Graphic Movement	Rate	High	3.2 (Max)	Inches/Second
18	Luke's Graphic Size	Area	High	1 – 2 (Minimum)	Square Inches
19	High Contrast	Colors	High	Yellow/Black, White/Black	Colors
20	Graphic Shapes	Shapes	High	Square, Circle, Triangle, Star	Subjective