USER ACCESS	One email address per user
	Standard login using Username & Password
DISTRIBUTION OF DIGITAL PRODUCTS	The Service will by default be distributed through a web landing page for PC/Mac and/or through Google Play or App store for mobile.

DEFAULT & SUPPORTED ENVIRONMENT	*For Cultiv8:*
	• *Latest version of Chrome or Edge. Older versions might work, but cannot be guaranteed.*
	• *Android v8.0 or newer*
	• *iOS 11.0 or newer*
	
	General bandwidth requirements
	• The Cultiv8 player app will need to download approximately 500MB of content (3D-assets and audio) in total for all the modules.
	   o *These assets are updated from time to time and will need to be downloaded again when updated.*
	   o *The web app can only cache as much data as the browser allows (typically ~50 MB), so they will need to be downloaded to the browser on each play session.*
	• The bandwidth requirements for the meta-data being sent between the app and the backend is relatively low. A few MBs of data only per session, mostly to track progress and save games if simulations are quit before being finished.
	
	Bandwidth conserving options for offshore/remote installations with limited connectivity
	For installations with limited connectivity, minimum specification is to be agreed on a case-by-case basis.