

Career mode Requirements Group 66

The functional requirements of career mode within the Bust-A-Move game are grouped according to the MoSCoW model. The four groups are: Must haves, Should haves, Could haves and Would/Won't haves. These requirements cover the functionality of the career mode.

Functional Requirements

Must haves

- Career mode must keep track of the levels that have been cleared
- when a level is cleared the player must be able to enter the shop
- when a level is cleared the player must be able to play the next level
- Career mode must show the player's progress when a level is finished
- When a level is lost the player must be able to retry the level if the player has lives left
- When a level is lost and the player has no extra life, his career will be reset
- The player must be able to exit the career mode and access it later
- Career mode must loop through the levels defined in the assets folder of the game
- Career mode must loop through as many levels as is configured in the config file

Should haves

- Career mode should save the player's profile in a json file
- When a parameter in the career is updated it must be updated in the json file
- Career mode should reload the player's progress when it is restarted
- The player should be able to enter his name when the game starts so his profile can be loaded

Could haves

- Career mode could handle more than one player profile in splitscreen
- A player could restart his career
- The player could see his progress in the career screen

Would/Won't haves

- The career mode won't share the career profile between different computers

Non-functional Requirements

- Next to career mode, splitscreen and random level will always be playable through the main menu
- Career mode does not change the way random level and split screen can be played