Shop Requirements Group 66

The functional requirements of a shop (your wish is my command assigned) that allows players to buy specific power-ups 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 shop.

Functional Requirements

Must haves

- The shop must be accessible through the main menu through a "shop" button
- The player must be able to leave the shop by pressing the "main menu" button within the shop
- Currency for use in the shop must be earned by successfully completing levels
- The earned currency for use in the shop is based upon the achieved score by dividing the score by ten.
- In the shop you must be able to buy score multipliers (5%, 10% and 20% more). The upgrades must be bought incrementally costing 100 units of shop currency each.
- In the shop you must be able to buy increase of occurrences of the special bomb ball (5%, 10% and 20% more chance). The upgrades must be bought incrementally costing 100 units of shop currency each.

Should haves

- The earned currency for use in the shop should be preserved when playing another level
- When the player fails a level, the bought items are lost
- In the shop you should be able to buy an extra life so that when the player fails a level, if the extra life is bought, the purchased items will not reset. The extra life will have a cost of 1000 units of shop currency
- When playing split screen, the players should earn currency for use in the shop collectively. When the game is successfully completed the average should be taken of the high scores and the earned currency is computed off this average.

Could haves

- In the shop you could be able to buy ball speed increases (25%, 50% and 75% more). The upgrades must be bought incrementally costing 100 units of shop currency each.
- In the shop you could be able to buy retries so you can retry a level when you fail

- When playing split screen, there could be an option where all the players when playing multiplayer could have their own currency

Would/Won't haves

- Currency won't be saved in between gaming sessions
- There will not be any starting currency for use in the shop
- Only one extra life upgrade can be bought in the shop. They do not stack, another extra life can be bought in the shop when the original extra life is used.

Non-functional Requirements

- The incrementally achieved items, stated in the functional requirements above, will be implemented using the state design pattern.
- The incremental upgrade costs for the upgrades should be implemented in a way where it allows for a change in cost for the individual stages.