

Requirements for level selection

Teaming up

Group 66

Functional requirements

We use the MoSCoW model.

Must have

- Each available level must have a button in the level selection screen
- Clicking on a button must load the corresponding level

Should have

- Each of the levels should have a small picture to represent the level
- The amount of buttons in the level selection screen should be automatically increased depending on the number of levels available (not hardcoded)
- The level selection should be available for both singleplayer and multiplayer

Could have

- The level selection could have a checkmark at the levels that have already been cleared
- More levels could be created to give the players a few more options
- After clearing a level the player could have the option to return to the level selection screen

Won't have

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Non-functional requirements