Requirements JBubble Bobble

Week #8 – Sprint #5

By

Group 2

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Table of contents

1. Rebindable key bindings

This week we decided that we want to be able to change the key bindings of the game in a menu. This should work in the single- and multiplayer. The requirements for this feature are stated below.

1.1 Must Haves

- The user shall be able to assign a new key to an action in the game.
- The game shall have a menu where the key bindings are displayed.
- The game shall have a menu where the key binding can be changed.
- The menu shall be displayed before the game starts.

1.2 Should Haves

- The menu shall be accessible when the game is paused.

1.3 Could Haves

- The key bindings shall be graphically represented.
- The key bindings shall be saved permanently.

1.4 Won't Haves

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