

# Requirements JBubble Bobble

## Week #7 – Sprint #4

By

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# 1. High score indicator in the UI

This week our TA decided that we need a high score to be displayed in the UI somewhere. There should preferably separate high scores for different players. The requirements for this feature are stated below.

## 1.1 Must Haves

- The UI shall have a label that clearly shows the current score.

## 1.2 Should Haves

- -

## 1.3 Could Haves

- The UI shall have separate score indicators for different players.

## 1.4 Won't Haves

- The UI shall have an indicator of score in the playing field.

## 2. A life indicator for the player

This week our TA decided that we need a life indicator to be displayed in the UI somewhere. There should preferably separate indicators for different players. The requirements for this feature are stated below.

### 1.1 Must Haves

- The UI shall have a label that shows the current amount of lives.
- The current lives shall be represented by heart icons.

### 1.2 Should Haves

- The UI shall have separate Labels for different players showing their amount of lives.

### 1.3 Could Haves

- -

### 1.4 Won't Haves

- The UI shall have a blinking heart icon when the player gets hit.

### 3. Local multiplayer

This week our TA decided that we need local multiplayer to be added to the game. There should be unique key bindings for both player characters. The requirements for this feature are stated below.

#### 1.1 Must Haves

- The game shall have multiplayer support.
- Multiple players shall be controllable with different key presses.

#### 1.2 Should Haves

- Players shall be controllable simultaneously.
- A player's death shall have no effect on other players.
- The game shall be lost when all players are out of lives.

#### 1.3 Could Haves

- Each player shall have their own spawning point.
- Each player shall have it's own score.
- Each player shall have a unique sprite.

#### 1.4 Won't Haves

- The game shall have online multiplayer.