

M - Mandatory  
O - Optional  
F - Functional  
C - Constraint

- 1) Must Display current score (M) (F)
- 2) Must Display current lives (M) (F)
- 3) Must have Ship types (M) (F)
- 4) Can have more than 3 ship types (O) (C)
- 5) Ships must Sink when their health  $\leq 0$  (M) (F)
- 6) Must display game over screen when player's ship health  $\leq 0$  (M) (F)
- 7) Must have replay ability (M)
- 8) Enemy waves must have predefined movement pattern (M)
- 9) Can have high score list (O)
- N/F 10) Optimization to preserve battery life (O)
- N/F 11) Must be able to run in web browser (M)
- N/F 12) Must be compatible for IOS and android (M)
- N/F 13) Must not use copyright stuff (M)
- F 14) Must have increasing level difficulty (M)

- 15) Ships must shoot projectiles (M)
- 16) Can have pause button (O)