

Savegame requirements

Functional requirements

1.1 Must Haves

1. When the user closes the game, its state must be automatically saved to a xml file.
The state of a game includes:
 - The position of all the jewels.
 - The time left (A feature from exercise 1).
 - The level number.
 - The score.
2. When a user opens the game, the state which was saved upon closure of the game must automatically be read from the xml file and loaded.

1.2 Should Haves

1. We don't have any should haves for this implementation.

1.3 Could Haves

1. The user is able to start a new game by pressing a "New Game" button.

1.4 Won't Haves

1. The user won't have the option to save the game 'on the fly' with a save game button or something like that.

Nonfunctional requirements

1. A fully functional version of the save function will be delivered on 25-09-2015.
2. The save function will be developed using the Scrum software development methodology. (The development will take one Scrum iteration)
3. The save function will be developed using the Responsibility Driven Design technique.
4. The implementation of the save function shall have at least 75% of meaningful line test coverage (where meaningful means that the tests actually test the functionalities of the savegame and for example do not just execute the methods involved)