Animations requirements

Functional requirements

1.1 Must Haves

1. Whenever the player swaps two jewels, the jewels must be (visibly) swapped on the screen.
2. Whenever the player has swapped two jewels, but no match is made, the jewels must be swapped back on the screen after a short delay. (The length of the delay will be determined by trying different values until we all agree on the looks of the on-screen swaps).
3. Whenever the player has swapped two jewels and one or more matches are made, the jewels that form a match should be replaced by empty spaces, so that the matches seem to disappear from the board.
4. After matches are cleared from the board, the jewels above the cleared spaces should drop down after a short delay. (The length of the delay will be determined by trying different values until we all agree on the looks).
5. After all the jewels above the cleared spaces have dropped down, the newly created empty spaces must be filled after a short delay with newly created jewels, until no empty spaces remain. (The length of the delay will be determined by trying different values until we all agree on the looks).

1.2 Could Haves

1. The on-screen swaps and moving of jewels could be smoothly animated during the delays instead of instantly after the delays (meaning, the jewels are actually moving on-screen).

Nonfunctional requirements

1. A fully functional version of the animations will be delivered on 09-10-2015.

2. The animation functionality will be developed using the Scrum software development methodology. (The development will take one Scrum iteration)

3. The time/level function will be developed using the Responsibility Driven Design technique.