Gamemode requirements

Functional requirements

1.1 Must Haves

1. Upon starting a new Bejeweled game, a timer of 60 seconds and a score limit X (X will be specified later during the implementation process) will be initialized. We think this will add more fun to the game.
2. Upon successfully acquiring the required amount of points, the level will be incremented.
3. When the level gets incremented, a new field of jewels will be created on the board, the timer will be reset to 60 seconds and the score limit X will be increased by Y * Level. The game will start immediately.

1.2 Should Haves

1. If the timer runs out before the player achieves the required score, the player loses the game immediately.
2. There should not be a level limit. A game will end when acquiring the required score exceeds either the player's abilities or a human's capabilities in general.

1.3 Could Haves

1. The user will be able to pause the game by clicking a button, which will stop the timer and make the board invisible (to prevent cheating).
2. The game will start in a "paused" state and the user will be able to start it by clicking a button.

1.4 Won't Haves

1. The user will not be able to choose other game modes besides this one.

Nonfunctional requirements

1. A fully functional version of the time/level will be delivered on 25-09-2015.
2. The time/level function 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.
4. The implementation of the time/level function shall have at least 75% of meaningful line test coverage. (where meaningful means that the tests actually test the functionalities of the time/level function and for example do not just execute the methods involved)