Requirements

Fishy Sprint 5

by
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FUNCTIONAL REQUIREMENTS FOR LIFE ITEM.

The functional requirements for the life item are described below. These requirements are divided according to the MoSCoW methods.

1.1 Must Haves

- When the player reaches certain points, the life item will spawn.
- The life item should be present as a shape of heart.
- A life item will spawn on the screen, moving across the screen (like an enemy fish) which the player can pick up.
- The player can have a maximum of 3 lives i.e. collecting more life items, the amount of lives that the player has, will stay at 3.
- When the player picked up a life item, the player will have an extra life (granted the player does not have the maximum amount of lifes).
- When the player collides with a larger fish, and the player has more than one life, the player loses one life, and the game continues.
- When the player only has one life, and then collide with a larger fish, then player fish dies.

1.2 Should Haves

- The life item should disappear after one trip across the screen.
- On the top left screen, there should be an indication of how many lives the player have.
- The life item should spawn more than once in the entire game.

1.3 Could Haves

- There could be heart shaped items displayed on the top left of the screen to represent how many lives the player have.

1.4 Won't Haves

- A life item won't be able to be pick up by enemy fish.