

Requirements

Fishy Sprint 4

by
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Course: *Software Engineering Methods (TI2206)*

FUNCTIONAL REQUIREMENTS FOR END BOSS.

The functional requirements for the end boss are described below. These requirements are divided according to the MoSCoW methods.

2.1 Must Haves

- When the player reaches enough points to win the game, the end boss will spawn.
- The end boss will be *Sharkelli*, a shark larger than the player fish.
- Sharkelli will continuously move from either side of the screen to the other.
- Colliding with Sharkelli will result in the player's death.
- A weapon will spawn on the screen, moving across the screen (like an enemy fish) which the player can pick up.
- When the player has the weapon, colliding with Sharkelli will result in the player's victory.
- Sharkelli is immune to *FishBombs* i.e. when the player uses *FishBombs* on Sharkelli, Sharkelli stays alive.

2.2 Should Haves

- The weapon should move across the screen indefinitely, until the player picks it up.
- The player fish' physical model should change, to indicate it has the weapon.

2.3 Could Haves

- Sharkelli could require multiple hits to be defeated.

2.4 Won't Haves

- Sharkelli won't have any attacks of its own.