Deliverable Two

In this document we will explain which requirements were not met and why.

I01 and I02

These requirements are as follows:

> I01: The game should start with a main menu, offering two buttons: one to launch a singleplayer game and another to launch a multiplayer game.

> I02: When a multiplayer game is launched, the user has two options: be connected to by someone else, or connect to someone else.

Initially, this is what we implemented. It bugged us that the user needed to go through three menus before finally being able to play a multiplayer game. We also noticed that the main menu looked very empty with just two buttons and a label. This made us decide that we would place the "Join a game" and the "Host a game" buttons on the main menu and leave the multiplayer menu out altogether.

I08: There should be no indication of a highscore

In the multiplayer screen, we reuse the score tiles from the singleplayer screen. Due to time constraints, we did not have the time to create a new class for this to filter out the highscore tile. It does not bother us too much while playing, so we decided that it was not going to be a priority to fix.

I09: There should be no indication of the current score

Initially, we left the score tiles out altogether but this created a very empty multiplayer screen. As such, we decided we would put our score tiles back into the game. We are of the opinion that this looks better.

I10: There should be an indication of the time the game has been running.

This is left out because in our opinion, it would clutter up the multiplayer screen too much. Besides this, it is not a critical element to miss.