Requirements specification Sprint 7

The goal is to develop different difficulty levels by changing the spawning of new tiles.

Functional Requirements

F1: Player should be able to choose between three difficulties (Random, Medium and Hard) of the singleplayer game.

F2: Player should be able to choose between the two different solvers in the settings screen.

F3: The player's chosen solver should be saved.

Non-Functional Requirements

NF1: Man in the middle attacks should be circumvented.

NF2: Fonts shouldn't be aliased.