Norwegian University of Science and Technology

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TDT4240

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Innhold

1. REQUIREMENTS

1.1. INTRODUCTION

1.2. FUNCTIONAL REQUIREMENTS

ID	Case
FR1	Start a new multiplayer game.
FR2	Send the curlingball down the lane.
FR3	Make the curlingball curl.
FR4	Use the broom to decrease friction, or change the spin/curl of the ball.
FR5	The curlingballs that collide shall obey the laws of physics.
FR6	Have a minimap that shows the overview of the game.
FR7	Scores shall be updated according to curling rules.
FR8	The game shall follow the rules of curling.
FR9	The game shall be pausable.
FR10	The game shall have a startmenu.
FR11	The game shall have a "how to play" screen.
FR12	The winner of the game shall be the one with the highest score.

1.3. QUALITY REQUIREMENTS

2. Architectural Description

2.1. Introduction

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