

# Requirements sound + music

## 1.1. Must have

- When starting up the game, the game will directly start playing music.
- The game music will keep looping, so it will never stop, unless if the player turns it off.
- When a bubble is split or is destroyed, a sound effect is played.
- When the player dies, a sound effect is played.

## 1.2. Should have

- Spoken texts are played when the player is playing well, for example when the player hits 2 bubbles within 2 seconds. The spoken texts must be positive, i.e. tell the player he's doing well.
- Spoken texts are played when the player is playing badly, for example when the player dies. The spoken must be negative, i.e. tell the player he sucks.
- There is an option to turn off the sound effects and music in the options menu.

## 1.3. Could have

- The overall music contains an intro and a main part. The intro is played when the game starts and after that there will be an unnoticeable transition to the main part. After that the main part will keep looping.
- The sound effects will be played according to the place on the screen where they occur. For example when an event on the left part of the screen causes a sound effect, the balance of the sound will be more toward the left.

## 1.4. Won't have

- The game will have a separate kind of music for each level. When starting a new level the old music fades out and the new music fades in.

# Requirements highscores

## 1.1. Must have

- There will be a button on the main menu screen to display all of the highscores of the players.
- The highscores will be displayed in a popup screen.
- The popup screen of the highscores will contain a button to close it (go back to the main menu).
- The name used for the highscore is the same as the name which was entered when the game started.
- The player's highscore is automatically saved when the player dies. After saving the highscore, the highscore will be reset to 0 and the player will be reset to level 1.

## 1.2. Should have

- The highscores are stored in an xml file.
- There is a save button on the main menu screen, so the player can save his highscore manually.

## 1.3. Could have

- Multiplayer mode will have a separate kind of highscore list. (If not implemented, only single player mode will have a highscore).

## 1.4. Won't have

- It will be possible to save the highscores to a server, so there will be a world-wide highscore list.
- The highscore file is encrypted, so it can't be manually altered (or at least not without a lot of effort).