

Requirements Pinball

TI2206 Software Engineering Methods
of the Computer Science bachelor curriculum

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1 Functional Requirements

The functionality and service requirements for the game Pinball are discussed in *Functional Requirements*. This Functional requirements are written at the request of the TA.

1.1 Must Haves

- The Game shall have a multi ball system (2 balls are in the field at the same time).
- The multi ball system shall become active in case the initial ball collides with all the bumpers.
- The second ball shall spawn in the middle of the screen.
- The 2 balls shall be decelerated in case they collide with each other.
- The 2 balls shall move in the opposite direction (with respect to their initial direction) in case they collide with each other.
- The game shall have a hole on the board.
- The ball shall disappear in case it "falls" in the hole.
- A new ball shall appear at the plunger in case the ball fell in the hole.
- The multi ball system shall become active in case three balls have fallen in the hole, within one game.
- The Game shall have a second set of flippers.
- The second set shall be placed at the top of the playfield.
- The flippers(second set) shall move along with the player keys.
- The player shall have the option to configure the flippers(second set) in such a way that they can be used for multiplayer application.

- The game shall have a Jackpot mode.
- The jackpot mode shall be activated in case all the bumpers are hit in a random order.
- The gravity of the ball shall be twice as big in the jackpot mode.
- The Game shall have a freeze feature.
- The player shall get a new ball in case the ball drains within 5 seconds.
- The player shall lose the game in case the ball drains after more than 5 seconds.