MARÍA VALENTINA CASTRO VEGA
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FUNCTIONAL REQUIREMENTS

FR1: Type the name. The game starts with a window where the user can write their name.

FR2: Visualize the window with the question. The user (s) must be able to watch the questions and 4 possible answers for each one. Each question is composed by 2 integers numbers and an operator.

FR3: Choose an answer. The user should be able to pick one of the 4 bottoms with the answer that he prefers, of the 4 options only one will be correct.

FR4: Visualize score. The user (s) must be able to watch his score at any time, this score will increase on 10 points if the answer picked by the user is correct and decrease the same if the answer Is wrong.

FR5: See the Time. The user can see the time counter at any time. This always shows how many seconds the player has left.

FR6: Search user. At the final window (when the time is over) the user must be able to visualize the scoreboard with Top 5 of players and his position in this scoreboard, also in this window there must be an option that allow search some player by his name.

FR7: Delete score. At the final window there must be an option that allow to the user delete himself of the scoreboard.

FR8: Show scoreboard. When the time is over, the user should be able to watch a window with a scoreboard that shows the top 5 of player and the position o the user in the game.

CLASS DIAGRAM