

Requirements assignment 2, exercise 1

Implementing special gems.

Must haves:

- If a combination of 4 or more jewels is made, a special jewel shall appear in one of the cells where the combination was made. The following special jewels shall appear:
 - When a valid combination of four jewels in a line is made, a 'Flame gem' shall appear. This gem shall explode when matched, destroying itself as well as all directly surrounding jewels (including the diagonal ones).
 - When a valid combination of five jewels in a line is made, a 'Hypercube' shall appear. This gem can be matched to any adjacent jewel, regardless of the colour, in order to destroy all jewels of that colour on the board.
 - When a valid T or L shape combination is made, a 'Star gem' shall appear. This gem shall send explosive bolts of energy right, left, up and down, destroying all jewels on those lines.
- The game shall use the following score system for the special gems:
 - For making a combination with a 'Flame gem' the player earns 20 points for detonating the special stone, and 20 points per jewel destroyed.
 - For making a combination with a 'Hypercube' the player earns 50 points for detonating the special stone, and 50 points per jewel destroyed.
 - For making a combination with a 'Star gem' the player earns 50 points for detonating the special stone, and 50 points per jewel destroyed.
- The special gems shall be represented differently on the board than the normal gems.

Should haves:

We do not have any should haves.

Could haves:

We do not have any could haves.

Won't haves:

We do not have any won't haves.

Non-functional requirements:

We do not have any non-functional requirements.