Requirements assignment 5, exercise 1

Implementation for a Time Mode.

Must Haves:
- The player shall be able to choose a "Time Mode" button on the start screen
- When the "Time Mode" button is pressed, a Time Mode game shall start.
- The Time Mode game shall include a timer, which counts down from 60.
- The Time Mode game shall end when there are no more combinations or when the timer reaches zero.

Should haves:

We do not have any should haves.

Could haves:

We do not have any could haves.

Won't haves:
- The player shall be able to save and load a time mode game.

Non –functional requirements:
- Implemented in java