

Requirements Assignment 4

Implementation Bejeweled Multiplayer

Must haves:

- A player should be given the chance to choose how many participants there are in the game.
- The different gems on the board should appear at the exact same positions for all the participants.
- Player 1 and the other players will be able to play in turns.
- When player 1 has made a valid combination by switching gems, it shall receive its points and the turn will go to the next player (player 2). This will continue until the game reaches the last player.
- When the last player has made a valid combination by switching gems, it shall receive its points and the turn will go back to player 1.
- The game will end when there are no possible combinations left on the board.

Should haves:

- When the game ends the player with the highest number of points shall be announced as the winner.
- When the game ends and two or more players have the same number of points, which is the highest, they are all declared as winners.

Could haves:

- The total points of all the losing* players shall be shown on their screens.

Won't haves:

- Each player shall be able to see the game of the other participants.
- Each player can make use of a limited amount of bombs that have devastating effects on the other participants.

Non-functional requirements

- The Multiplayer Bejeweled game shall be playable on Windows 7 (or higher), Mac OS X (10.8 and higher).
- The game shall be implemented in Java.

*all the players which got less points than the winning player(s).