

Requirements assignment 2, exercise 2

Implementation saved game.

Must have:

- When a player closes the game, the level it was on shall be saved.
- When a player closes the game, the score it had achieved shall be saved.
- When a player closes the game, the board with all the jewels and their positions shall be saved.
- When a player starts the game, it shall continue from the level it had previously left it on.
- When a player starts the game, it shall continue counting scores from the state it was left on.
- When a player starts the game, it shall continue with the same board from the state it was left on.

Should have:

We do not have any should have.

Could have:

We do not have any could have.

Won't have:

We do not have any won't have.

Non-functional requirements:

- The data described above shall be written to a JSON file*.

* We encountered some problems with JSON and the latest version of Java. If we cannot resolve this issue, we will write the data to an XML file.