

# Requirements assignment 3, exercise 1

Further implementation saved game.

## Must haves:

- When a player presses the button “new game”, a new game shall start with a new board (screen 1)
- When a player presses the button “load game”, a list of games shall appear (screen 1)
- When a player clicks an item in the load game list, this game shall be loaded (screen 1)
- When a player clicks save game, the game will be saved (screen 2, the screen with the Bejeweled board)
- When a game has been saved, it will show up in the load game list

## Should haves:

- When a player presses the “Quit” button (screen 2), the game should return to screen one.

## Could haves:

We do not have any could haves.

## Won't haves:

- The player can give his/her saved game a name.
- When the player presses the “quit” button without saving, the game gives a warning in form of a popup

## Non-functional requirements:

- The data described above shall be written to several JSON files.