

Requirements assignment 5, exercise 1

Implementation for being able to ask for a hint.

Must have:

- The player shall be able to press a button saying “Hint” when playing the game.
- When the hint button is pressed, a focus shall appear around two gems that can be switched, and thus form a possible move.
- The two gems selected shall be randomly picked from all possible moves on the board.
- The visual representation of the hint will last until a tile is clicked by the player.

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: