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**Functional requirements**

**\* special combination = a row and/or column consisting of more than 3 matching jewels.**

**1.1 Must haves**

* **The entire grid is filled with jewels, each square has to contain a jewel.**
* **The board has to consist of a grid of 8 x 8 cells.**
* **The player must be able to switch two jewels only if it gets a combination of 3 or more matching jewels in a row or column.**
* **If the player gets a combination of 3 or more matching jewels in a row or column, then those particular jewels vanish from the board.**
* **If the player encounters the \*special combination, one of those particular jewels turn into a new gem stone and the rest vanishes as described before.**
* **When there are empty cells the jewels its bounded by, fall down to fill the empty cells.**
* **If the player gets a sequence of three or more matching jewels, then the player gets a certain amount of points.**