Supplementary Specification

Future Gadget Lab

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# Reports

Store game data for each user/player so that they can browse game history (use-case #010).

# Hardware & Software Constraints

## Hardware

There are no specific hardware requirements, but it it’s implicit that the game should run without issues on fairly-modern computers.

## Software

* Use the Java programming language to develop the game.
* Use the Swing library for GUI.
* Use Git for version control.
* Works on Linux, Mac, and Windows. Since Java is cross-platform.

# Development Constraints

* We should follow the Agile/Scrum development process. Which uses sprints.
* All team members should contribute to the development of the game.

# Internationalization Concerns

* We will not support languages other than English in this game.
* We will use the SI unit system in this game.

# Documentation

* The code should be clear and readable.
* Comments should be used when needed.
* Installation instructions should be provided.
* There is an in-game help system.

# Licensing

We will license our code under the GPL-3.0 (GNU General Public License v3.0). Because we want to grant people as much freedom to use our software as possible. And no one can write a better license for that than the Free Software Foundation.

# Packaging

We will package the game for the Nix package manager. We will also provide pre-compiled binaries that can run on the JVM. Also, users can compile the source code on their own. We will provide instructions for that.

# Standards

* TDD - Test-Driven Development
* DRY - Don’t Repeat Yourself