

Requirements

Shop

Must Haves

- A shop shall be accessible after completing each level.
- The shop interface shall contain the following elements.
 - An image and description for each shop item.
 - A radio button selection to choose what user will purchase the item.
 - A purchase button to confirm the selection.
 - Purchasing requires exactly one user and one item.
 - A continue button to progress to the next level.
- The shop shall contain items that provide the user with beneficial effects.
- The users shall be able to purchase the items in the shop.
- The items shall have beneficial effects.
 - The item effects shall last for the duration of the game session.
 - The game session is defined from the moment the users start a game to the moment they either complete is or are game over.
 - The item effects shall be player-centric, meaning they have an effect on the state of a player.
 - Player-centric items effects shall be applied to one of the players only, depending on the user who bought it.
 - The player-centric item effects shall consist of flat increases to the following values of the respective player.
 - Increased movement speed
 - An extra life
 - A weapon type that cannot otherwise be obtained.
 - The 'Double' weapon
 - A shield absorbing the first three hits that the user's player would take.
- The items shall be purchased with money.
 - Money is earned during levels.
 - Money is randomly spawned when a bubble is hit (as defined in the requirements of the Bubble Trouble game).
 - Money is persistent through levels and only reduced by purchasing items from the shop.
 - Money is earned on a per-user (per-player) basis. This means that both users earn and spend their money independently.
 - The amount of the money that the players currently have shall be displayed in the dashboard.

Should Haves

- There shall be items effects shall be level-centric, meaning they have an effect on the state of a level.
 - Level-centric item effects shall be applied to the next level.
 - The level-centric item effects shall consist of flat modifications to the following values of the respective level.
 - Extra time to complete the level.
 - Decreased movement speed of the bubbles in the level.

Could Haves

- Every time the shop is entered, a random item shall be on discount.

Would Haves

- The users shall be able to pay for items using real-world currency.
 - The users shall be able to pay for real-world transactions using PayPal.
 - The users shall be able to pay for real-world transactions using MasterCard.
 - The users shall be able to pay for real-world transactions using iDeal.
- The shop interface shall be a level that the users can move their players around in.
 - By means of ladders the player can access different levels.
 - The users can purchase an item by pressing the shoot button when colliding with the particular item.