Requirements

Extended Features

# Must Haves

HIGH SCORE:

* The main menu must contain a button to enter the high score menu.
* The user must be able to return from the high score menu to the main menu.
* The highscores must show the 5 - 10 (to be determined) highest scores, in descending order.
* When a game is over, the participating players must be able to fill out their names for use in the high score menu.
* The high scores must be listed per player.

COUNTER:

* At the start of each level there must be a visible countdown from 3 tot 0.
* During the countdown the game must be paused.
* When the countdown is finished, the game must start.

OPTIONS MENU:

* The options menu must have an option to change the controls of player 1.
* The controls that are changed must be persistent throughout the application (so long as the application is running).

# Should Haves

HIGHSCORE:

* The highscores must be read from a file.
* The highscores of a player must be written to a file.

OPTIONS MENU:

* The options menu should have an option to change the controls of player 2.
* The options menu should have an option to explicitly save the settings.

PLAYER DIES:

* The game should pause for one second when a player dies.
* When the player dies and has no lives left, a game over screen should be shown after the game pause.
* In the game over screen, the player should be able to view his score and money.

# Could Haves

OPTIONS MENU:

* The options menu could have an option to change the severity of events that the logger will log.
* The options settings could be written to a file when the user saves them.
* The options settings could be read from a file when the game starts.

# Would Haves

HIGHSCORE:

* The player won’t be able to upload his high scores to the internet.

PLAYER DIES:

* There won’t be a dying animation when the player dies.

OPTIONS MENU:

* It won’t be possible to change the volume of the sound effects.