Requirements for Settings - S3

By group 26 - The Fishermen

In sprint 3 we will add settings to the game. This will allow the user to change the behavior of the game. This requirements document is part of assignment 3.1.

The requirements are listed in the same way as our game, so we will use the MoSCoW method. Firstly, the functional requirements of the settings are listed as must, should, could and won't haves. Secondly, the non-functional requirements are listed.

Functional Requirements

1.1 Must haves

- The game shall have some settings that can be changed to change the behavior or look of the game.
- These settings must be observable values, so that parts of the game can attach listeners to them and be notified when the value of the setting changes.
- The settings should be persistent, meaning that when the game is closed and re-opened, the settings won't change.
  - The settings must be stored in a human-readable format.
- There must be a (settings-) screen in the game where the user can see the values of all the settings.
- Multiple settings-types must be supported:
  - double
  - integer
  - boolean
- The following settings must exist:
  - screen size
  - movement speed

1.2 Should haves

- The settings screen should allow the user to change values of all settings.
- More setting types should be supported:
  - KeyCode
  - double (slider from 0 to 1)
- The settings for sound should be supported.
- There should be settings for the controls of the game.
- Most of the constants in the game that should be a setting are replaced by a setting.

1.3 Could haves

- Settings for all the values in the game that could be a setting.

1.4 Won't haves
- There won't be a setting for every 'magic number' in the source code, because not all of those values are a setting.

Non-functional requirements

- The settings classes will have to adhere to the same non-functional requirements of Fish.io itself (except for the date of delivery).
- A first, fully working, version of the settings shall be ready and submitted to the staff of the course on the 9th of October.