

Requirements game extension

Group 2

Must have:

- The game contains a background image which has the same size as the board.
- The background image is invisible at the start of the game.
- Upon claiming an area in the game, the claimed area should be filled with the corresponding part of the background image.

Should have:

- The difference between fast and slow claimed areas should be visible.
- The game should contain a list of at least 2 images. Out of these images, one will be randomly picked at the start of the game.

Could have:

- As a user, it should be possible to set a new background image by choosing a file from the user's file system.