

A Few in a Row Requirements

1. The game can run on Windows or Linux.
2. The game needs Java 1.8 or later to run.
3. The game is run using a Jar file or an executable.
4. The game shall load in 3 seconds or less on computers made in the last 5 years.
5. The game shall take less than 1 second to register a player move, after the player makes a move.
6. The game shall place a piece on the board where the player clicks.
7. The game shall be playable by two players on the same machine or by one player playing against the computer.
8. The game shall have high definition textures of at least 100 PPI.
9. The game shall open up to a dynamic size based on the user's computer screen, with a size of roughly 80% screen height by 94% screen height.
10. The game shall have a menu system for selecting game options.
11. The game needs to have an option for selecting a board size between 3x3 and 20x20.
12. The game needs to have an option for selecting a win condition between 3 in a row, up to 8 in a row.
13. The game needs an option to select piece color for each player.
14. The game needs an option to start a new game.
15. The game needs an option to rematch after a game is completed.
16. The game shall end when a player reaches the win condition of n pieces in a row.
17. The game has a load and save game feature where games can be saved to a file, and loaded in at a later time to resume the game.
18. The game shall have a replay feature that stores the moves in a file and can be rewatched at a later time.
19. The game shall have an option for English and Spanish versions, with all text being displayed in the chosen language.