Bejeweled 2.0
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1. Abstract

1.1. Project Purpose
To create a new bejeweled game that have more features added to it.

1.2. Background/Motivation
Bejeweled is one of my favorite game and it inspired me to create this program.

2. Technical Specifications

2.1. Platform: Cross-platform

2.2. Programming Languages: Java

2.3. Stylistic Conventions: Stylistic Conventions based in class

2.4. SDK: JDK 1.6

2.5. IDE: Eclipse

2.6. Tools/Interfaces: Eclipse Console/Java GUI Window

2.7. Target Audience: Everyone

3. Functional Specifications

3.1. Features

- User can select either a traditional game of bejeweled or a newer version with more added features.
- User can select certain types of boosters that will help them score higher in the game.

3.2. Scope of project

- This program will adhere most of the features as a traditional bejeweled game but the GUI will probably look rough compared to the ones online.

4. Timeline:

4.1. Week 1

- Design the library for the game
- Implement basic algorithm for the game

- Create static GUI

4.2. Week 2

- Implement user interactions
- Create non-static GUI

4.3. Week 3

- Fully implement MVC for the game
- Implement point system
- Add more features to the game such as swapping jewels that are not adjacent to each other

4.4. Week 4

- Add boosters that user can use during the game

5. Future Enhancements

Make it a two players game that allows them to play the same game under certain time to see who scores higher.