

NO	Requirement	Satisfied?
1	The game is for one player.	YES
2	When the game starts, a word is randomly chosen from predefined categories and displayed along with the category	YES
3	The word/phrase is displayed with the letters hidden and the individual words separated for a phrase	YES
4	The player “spins the wheel”. (A graphically spinning wheel is not required to be implemented this could simply be done by tapping a button and showing the result.)	YES
5	The possible results of the “spinning the wheel” are: a number of points e.g 1000 or an “extra turn”, “miss turn” or “bankrupt”	YES
6	In the event of a value being shown, a letter (consonant or vowel) is chosen by the user (from a keyboard or otherwise). If the letter is present, the user’s points total is incremented by the value shown times the number of occurrences of the letter. The occurrences of the letter are revealed in the word. If the letter is not present the user loses a “life”	YES
7	In the event of “extra turn” being shown, the user is given an extra life	YES
8	In the event of “miss turn” being shown, the user loses a life without being able to choose a letter.	YES
9	In the event of “bankrupt” being shown, the user loses all their points.	YES
10	The “wheel is spun” until the game is won or lost.	YES
11	The game is won when all the letters have been found and the user still has a life.	YES
12	The game is lost when the user has no lives left and the word has not been found.	YES
13	A user starts with 5 “lives”.	YES

NO	Requirement	Satisfied?
FR_1	The game rules listed should be implemented.	YES
FR_2	The game should be able to be played again when finished.	YES
NFR_1	The application should have a single activity and use fragments.	YES
NFR_2	The application should use the Navigation Component.	YES
NFR_3	Android architecture guidelines should be followed.	YES
NFR_4	There should be at least three screens: e.g. word guessing, game won, game lost.	YES
NFR_5	The hidden word/phrase should be displayed using a recyclerview.	NO
NFR_6	Version control (GitHub or GitLab) should be used. (Access should be given to Ian and the teaching assistants - usernames will be provided later.)	YES
NFR_7	The app name should start with the student number. (Edit the values/strings.xml e.g. s123456 Lykkehjulet)	YES
NFR_8	The minSdkVersion should be 24	YES
NFR_9	The application must be implemented in Kotlin	YES