Options Menu requirements

Concept

The Options Menu gives the player the ability to change the settings for the game. These settings will change things like sound volume.

Ideas

The Options Menu can change multiple settings for the game. These are some ideas for the settings that can be added to the Options Menu:

- Sound effect volume control, which allows the player to set his preferred sound level for the sound effects
- Music volume control, which allows the player to set his preferred sound level control for the music.
- Fullscreen toggle, allows control for windowed or fullscreen mode.
- Resolution control, allows the player to pick different resolutions.
- V-sync, allows the player to set the refresh rate to be in sync with the monitor.

Implementation

There will be a class Options menu which contains sliders and checkboxes to control the settings. The implementation will be like the MainMenu.

For this to work properly, all properties that can be influenced by the Options Menu must be easily accessible.
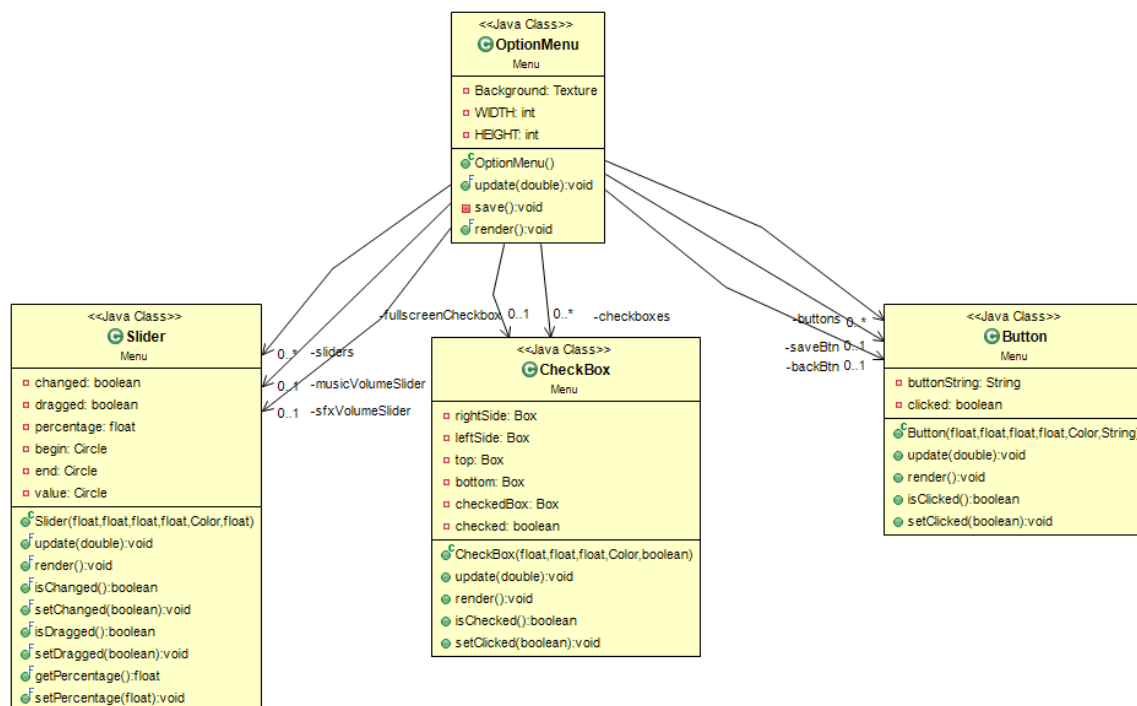

Figure 1. Class diagram.

Functional requirements

Must have

- The Options Menu must give the player control with the use of a checkbox over fullscreen or windowed mode.
- The Options Menu must give the player control with the use of a drop down menu over multiple resolutions.
- The Options Menu must give the player control with the use of a slider over volume level for the sound effects
- The Options Menu must give the player control with the use of a slider over volume level for the music.
- The Options Menu must give the player control with the use of a checkbox over V-sync.

Should have

- The Options Menu should have clear labels for each option

Could have

- The Options Menu could be accessible from the pause menu.

Won't have

- The Options Menu won't have an option for difficulty setting

Non-functional requirements