Requirements for Logger

Functional Requirements

Must Haves

* Logger shall log all visible actions
* Logger shall log all state transitions
* Logger shall log all other important backend actions
* Logger shall print to console
* Logger shall write log to file
* Logger shall include a timestamp for every log action
* Logger shall log all errors
* Logger console prints shall be able to be turned on and off
* Logger file writes shall be able to be turned on and off
* The logger shall write log to file on exit of game

Should Haves

* Logger should include a predetermined priority level with every log action
* Logger should be able to only log things that meet a predetermined minimum prioritylevel (i.e. verbosity)
* The logger should write log to file on failure of game

Could Haves

* Logger could be able to include a tag specifying the origin of the log
* Logger could be able to only log things that have (a) certain tag/tags

Won’t Haves

* Logger won’t be able to manipulate existing logs
* Logger won’t have colored output

Non­functional requirements

* The logger shall be tested with a minimum of 75% line coverage
* The logger shall be written using Java 1 .8
* The logger shall be delivered on Friday, the 1 8th of September
* The logger shall be built in a single SCRUM sprint