



COMET PINBALL

# Supplementary Specification

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<https://github.com/boskoop/comet-pinball/>

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## 1 Introduction

In Unified Process methodology, the document *Supplementary Specification* contains all the non-functional requirements. (The functional requirements are specified with *Use Cases*.)

Some additional non-functional requirements are currently covered in the Vision Document.

## 2 Non-functional requirements

### 2.1 Usability

U1 Avoid colors associated with common forms of color blindness.

U2 The interface should be as intuitive as possible.

U3 The key mapping should be customizable.

### 2.2 Reliability

### 2.3 Performance

P1 The application should run on entry-level computer with over 30 frames per second.

## 2.4 Supportability

- S1 The system has to run on Unix/GNU-Linux as well as on Microsoft Windows and Mac OS X.
- S2 The system will be implemented in Java 5.
- S3 The system will be implemented using the cross-platform game development library libgdx <http://code.google.com/p/libgdx/>. With this library a port for Android or HTML5 would be possible.