

Requirements - "Scrumbledore"

Sprint 3 (Week of 6 October 2015)

Software Engineering Methods, 2015-2016

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Group 12

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1. FUNCTIONAL REQUIREMENTS

1.1. MUST HAVES

1. The Graphical User Interface shall be extended so that it provides a main menu, shown as the first screen after game is started.
2. The main menu in the Graphical User Interface shall provide an option for the user to either start a singleplayer or a multiplayer game.
3. The settings screen shall be reachable by the user from within the Main Menu screen of the Graphical User Interface.

1.2. SHOULD HAVES

1. The user should be able to associate different keyboard keys with different player control actions, i.e. alter the keybinding, in the settings screen of the Graphical User Interface.

1.3. COULD HAVES

1.4. WON'T HAVES

2. NON-FUNCTIONAL REQUIREMENTS

1. A line coverage of 75% (measured by Cobertura) shall be upheld.
2. All CheckStyle/FindBugs/PMD suggestions as reported in the site generated by Maven shall be resolved, or an explanation shall be provided as to why the error will not be fixed.
3. An updated version of the UML Class Diagram shall be provided.