Requirements - "Scrumbledore"
Sprint 2 (Week of 22 September 2015)

Group 12

David Alderliesten	4368703	J.W.D.Alderliesten@student.tudelft.nl
Jesse Tilro	4368142	J.Tilro@student.tudelft.nl
Jeroen Meijer	4382498	J.Meijer-5@student.tudelft.nl
Floris Doolaard	4362748	F.P.Doolaard@student.tudelft.nl
Niels Warnars	4372069	N.Warnars@student.tudelft.nl

1. FUNCTIONAL REQUIREMENTS

1.1. MUST HAVES

1. Issues with the player key event handling that cause certain key presses / releases to not register shall be resolved.
2. Two players shall be able to play together in a local Multiplayer game.
3. An enemy shall float encapsulated in a bubble if it is hit by a bubble.
4. If the player's fired projectile hits an enemy already floating in the bubble, the enemy in the bubble shall have the time floating in that bubble extended.
5. Once an enemy-encapsulating bubble is hit by the player, it shall be destroyed and drop fruit.
6. Once an enemy-encapsulating bubble's lifetime is depleted, it shall be destroyed and drop the enemy back in the level.
7. The player shall be able to choose what elements of the game must be logged from within the settings menu.
8. The player shall be able to view the score of the current game at the top the user interface.

1.2. SHOULD HAVES

1. Events being logged by the game shall be logged in a separate window in the Scrumbledore user interface.

1.3. COULD HAVES

1. A player shall snap to a wall if it horizontally collides to one.
2. A player shall be able to change the keys for actions within the settings menu.

1.4. WON'T HAVES

1. If two computers have the game Scrumbledore, they shall be able to play together on their own computers over the internet/system link, i.e. Online Multiplayer.

2. NON-FUNCTIONAL REQUIREMENTS

1. A line coverage of 75% (measured by Cobertura) shall be achieved.
2. Fix all CheckStyle/FindBugs/PMD suggestions as reported in the site generated by Maven.