Requirements - "Scrumbledore"
Sprint 4 (Week of October 12th 2015)

Group 12

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1. FUNCTIONAL REQUIREMENTS

1.1. MUST HAVES

1. At game start-up a default keybinding shall be used.
2. The user shall 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.
3. A user shall be able to select each of the available players individually in the settings menu and apply a different keybinding to that specific player.
4. When a key assigned to a current action (of any player) is consequently assigned to a new action (of any player), the assignment of the key to the current action shall be removed leaving the action 'undefined'. The key will be assigned to the new action.
5. When a particular action is 'undefined', this means that no key is assigned to this action resulting in the fact that the action cannot be performed.
6. A user shall be able to change the keybindings during the game by opening the settings menu from within the game.

1.2. SHOULD HAVES

1. When the player has killed all the enemies in a level, the game should wait five second with advancing to the next level, granting the user the opportunity to collect any remaining pickups.
2. When the user has finished the final level, he/she should see a game completion dialogue in a dedicated screen of the Graphical User Interface with an overview of their score and an option to go to the main menu.

1.3. COULD HAVES

1. Keybindings could be saved to disk after a user has assigned custom keys to the movement and shooting actions.

1.4. WON'T HAVES

2. NON-FUNCTIONAL REQUIREMENTS

1. The total production codebase, excluding code for the Graphical User Interface implementation, shall have a line test coverage of at least 75%.
2. No CheckStyle/FindBugs/PMD warnings shall be left unfixed at the moment of release on October 16th 2015.
3. All the issues being open as of October 13th 2015 should be fixed before October 16th 2015.
4. At least three design flaws indicated by InCode shall be resolved or analyzed in detail in case of a design flaw detection being a false positive.