

Requirements document: LAN Multiplayer (assignment 2)

Group 1

Functional requirements

Must have

- Ability for two computers to connect over a Local Area Network and exchange data
- Ability to connect two computers via IP-address
- Ability to play a game of Bubble Trouble with two computers in multiplayer, in sync

Should have

- Low-latency connection over Local Area Network
- Ability to set player name before game
- Player name should be shown above players in game

Could have

- Ability to connect without IP-address
- Ability to display Ping

Won't have

- Ability for more than two players to play a game together

Non-functional requirements

- Multiplayer LAN is OS-agnostic
- Minimum version of Java required is 1.8