Requirements for Logger

Functional Requirements

Must Haves
 – Logger shall log all visible actions
 – Logger shall log all state transitions
 – Logger shall log all other important backend actions
 – Logger shall print to console
 – Logger shall write log to file
 – Logger shall include a timestamp for every log action
 – Logger shall log all errors
 – Logger console prints shall be able to be turned on and off
 – Logger file writes shall be able to be turned on and off
 – The logger shall write log to file on exit of game

Should Haves
 – Logger should include a predetermined priority level with every log action
 – Logger should be able to only log things that meet a predetermined minimum prioritylevel (i.e. verbosity)
 – The logger should write log to file on failure of game

Could Haves
 – Logger could be able to include a tag specifying the origin of the log
 – Logger could be able to only log things that have (a) certain tag/tags

Won't Haves
 – Logger won't be able to manipulate existing logs
 – Logger won't have colored output

Nonfunctional requirements
 – The logger shall be tested with a minimum of 75% line coverage
 – The logger shall be written using Java 1 .8
 – The logger shall be delivered on Friday, the 1 8th of September
 – The logger shall be built in a single SCRUM sprint