

## Functional

- User will be presented a menu after starting the application
  - user can start a game
  - user can exit the application
- User can play a game (single player mode)
  - user can pause the game
  - user can exit the game (go back to main menu)
  - the player can shoot bubbles
  - the player can control the cannon
  - when three bubbles of the same color are adjacent these will disappear
  - bubbles stick to each other when the condition above does not hold
  - the player can form groups of the same color to score points
  - bubbles that aren't connected to the ceiling will fall to the floor
  - when the bubbles reach the floor the player loses and the game exits

## Non-functional

- A simple version should be finished within 1 week (14/09/14).
- The development team consists of five group members.
- The game must be written in Java using the following supporting tools:
  - maven
  - junit
  - git
  - libgdx
- The development process will be using SCRUM
  - ScrumDo
- Meetings
  - Friday 20:00 - 05/09/2014 (Daily sprint)
  - Monday 20:00 - 08/09/2014 (Daily sprint)
  - Tuesday 9:45 - 09/09/2014 (Sprint planning)
  - Wednesday 20:00 - 10/09/2014 (Daily sprint)
  - Friday 20:00 - 12/09/2014 (Sprint review)
  - Tuesday 9:45 - 16/09/2014 (Sprint retrospective)
- The game must support the following OS:
  - Microsoft Windows
  - Linux
  - OS X