

TI2206 Software Engineering: Bubblesooter

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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