**Requirements Engineering Checklist Group #4**

**User Stories**

1. As a player I need to be able to see a window of the game
2. As a player I need a menu system to be able to create and start a game
3. As a player I need the ability to be able to pause during a game
4. As a player I need to be able to exit the game when I want to
5. As a player I want to be able to play with others
6. As a player I need to have game rules to help me understand the game
7. As a player I want to have a game background for aesthetics to help better my personal experience
8. As a player I want to be able to move my pieces to build better
9. As a player I need to have a score counter so I know how I’m doing
10. As a developer I need to have a GitHub repository to better handle my project
11. As a developer I want to have a good coding structure so that others can look through it and be able to understand it
12. As a developer I want to use a Java API to create the game
13. As a developer I need to make sure that a line/s clears when they’re supposed to
14. As a developer I need to make the pieces be able to touch each other

**Prioritized Requirements**

Essential Requirements:

1. Should be able to rotate and move tetris blocks
2. Clear lines when lines are complete
3. Tetris pieces should arrive an arbitrary order
4. Game should end when blocks reach the top boundary

Desirable Requirements:

1. Game menu
2. Able to pause the game
3. High score leaderboard
4. Levels, the higher the level, the faster the pieces fall

Optional Requirements

1. Should be able to hold a piece
2. Colours
3. Automatic drop function
4. Multiplayer

**System functional requirements & Non-functional requirements:**

*System functional requirement*

*- What the system should provide, how it reacts to particular inputs and how it should behave in particular situations.*

*- May state what it should not do.*

*- Describe functionality or system services*

*- Functional system requirements should describe the system services in detail.*

1. Graphical frames to represent boundaries and blocks
2. Timer which changes the state of blocks moving
3. Should have a counter to keep track of high score
4. Boundary checker to check if blocks reach the top

*Non-Functional Requirements*

- Constraints on the services or functions offered by the system

o Timing restraints, constraints on development process, standards, etc…

- Often apply to the system as a whole.

1. Loss of power
2. Game crashes due to low specs
3. BSOD
4. Peripherals disconnect
5. Drivers stops working

