Group 7

Assignment 2 Requirements

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October 13, 2015

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1. Functional Requirements

1.1 Introduction

In this document the requirements for assignment 4 will be stated. In this sprint we will add a multiplayer-mode to the game. The requirements are presented using the MoSCoW Model[1].

1.2 Must Have

- The game must be played with two players on the same computer.
- Every player must have their own input controls to move the player.
- Every player must have a different character.
- Every player must have their own score and lives.
- The game must end when both players doesn't have any lives left.
- The game startscreen must have the option to select single-player or multi-player.

1.3 Should Have

- The game should have a help screen displaying both players controls.
- Every player should start the game at a specified point in the level file.

1.4 Could Have

- A player could wrap the other player in a bubble and thereby decrease the other players lives by 1.
- When a level is completed both players could receive a live so that dead players revive with one live again.

1.5 Won't Have

- The game won't have online multiplayer.

[1] `https://en.wikipedia.org/wiki/MoSCoW_method`

2. Non-Functional Requirements

The non-functional requirements are the requirements that are based on the operation of the system, instead of the functions and behaviour of the game itself.

- A working version of the assignment must be delivered October 16th, 2015.
- The assignment should be able to run on Windows (7 or higher), Mac OS X (10.8 and higher) and Linux.
- The assignment will be implemented in Java.
- The assignment delivered will have at least 75% line coverage in Cobertura, where the tests are meaningful. Meaningful means that they do not only execute functions, but actually test the game.