GROUP 7

Assignment 5 Requirements

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1. Functional Requirements

1.1   Introduction

In this document the requirements for assignment 5 will be stated. In this sprint we will add several novel features to the game. The requirements are presented using the MoSCoW Model[1].

1.2   Must Have

- The game shall have a final level with a boss to play against.
- The players shall be able to register their names when they start playing.
- The high-scores for each player shall be saved.
- The player shall be able to return to the menu when playing a game.
- The player shall be able to access a settings-panel from within the menu.
- The player shall be able to turn off the music in the settings-menu.
- The settings a player chooses in the settings-menu shall be saved so that when the game is loaded again, the same settings are applied.

1.3   Should Have

- The boss in the final level should have a special ability as opposed to the normal monsters (such as being able to shoot).
- All high-scores shall be visible from within the menu.
- The final level with the boss shall have a different background music.
- The players shall be able to set their names once in the menu, which will be used afterwards every time a game is started.

1.4   Could Have

- The player shall be able to change the keys used to control a sprite from within settings-menu.
- Special sounds shall be added for events like 'shooting a bubble' and 'killing a monster'.

1.5   Won't Have

- The high-scores will be saved in an online database.

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[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 23th, 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.