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# Logger Requirements

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# 1. Functional Requirements

## 1.1 Introduction

There are different reasons why a logger would be very useful in the version of Bubble Bobble that is being created. From the perspective of the documentation as well as making the code understandable for other programmers, a logger would show useful debugging information. Furthermore, a good and flexible logger can, in general, make debugging easier by outputting what you want to see.

Finally, a logger is important for finding errors when the software is no longer in the hands of the developer. Creating a log when the software crashes for example gives the developers useful information about what happened or how it happened. This is why it is essential to the game.

In this document the requirements for the logger will be stated. This will be done using the MoSCoW Model<sup>1</sup>.

## 1.2 Must Have

- The logger must be accessible from all classes.
- The logger must be able to output information to the console.
- The logger must be able to output information to a file.

## 1.3 Should Have

- The logger should output errors in a different color.
- Large messages should be indented together.

## 1.4 Could Have

- The logger could be turned on or off.

## 1.5 Won't Have

- The logger won't be uploading the log to the internet.
- The logger won't be outputting the info to a Word document.

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<sup>1</sup>[https://en.wikipedia.org/wiki/MoSCoW\\_method](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 logger must be delivered September 18th, 2015.
- The logger must be compatible with the Bubble Bobble game that has been developed.
- The logger should be able to run on Windows (7 or higher), Mac OS X (10.8 and higher) and Linux.
- The logger will be implemented in Java.
- The logger 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.