
Assignment 2 Requirements

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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 Model¹.

1.2 Must Have

- The game shall support a local multiplayer mode.
- The game shall support two or more players in multiplayer-mode.
- Every player must have their own input controls to move the player.
- Every player shall have a different character.
- Every player shall have their own score and lives.
- The game shall end when both players doesn't have any lives left.
- The game startscreen shall have the option to select single-player or multi-player.

1.3 Should Have

- The game shall have a help screen displaying both players controls.
- Every player shall start the level at a different, predefined point.

1.4 Could Have

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

1.5 Won't Have

- The game won't have online multiplayer.

¹https://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.