

Logging requirements

For the game Doodle Jump, four categories of logging requirements can be identified using the MoSCoW method.

1.1 Must haves

- The game started.
- The game paused.
- The game resumed.
- The game ended.
- The game restarted.
- The Doodle died.

1.2 Should haves

- A class is registered to the service locator.
- The game catches an exception.
- The game loads a sprite.
- The game loads a sound.
- The player pressed the start button.
- The player pressed the pause button.
- The player pressed the resume button.
- The player pressed the start again button.
- The player pressed the menu button.
- The player pressed the left-arrow key.
- The player pressed the right-arrow key.
- The player clicked the left-mouse button.

1.3 Could haves

- A new scene is shown.
- A powerup is created.
- An enemy is created.
- The player pressed any key on the keyboard (includes the key pressed).
- The player pressed any button on the mouse (includes the button & location).
- The frames per second of the game.

1.4 Won't haves

- The Doodle collides with an ingame object.