

Requirements Ranking

Functional Requirements

Must Haves

The player must have a rank

There must be multiple ranks increasing in XP needed to have them

The player must start with 0 XP and the lowest rank

Every time the player dies, his score must be added to his XP

Every time the XP is high enough to increase the next rank, the rank must be increased and the XP of the level must be subtracted from the total XP

Should Haves

When a game mode isn't unlocked yet, it should have a different picture showing it

When a game mode isn't unlocked yet, the player should not be able to open the game mode

The current XP should be drawn at the menu

The XP the player still needs to go to the next level should be drawn at the menu

The rank should be drawn at the menu

The rank should be saved to a file

Could Haves

A popup appears when you rank increases

A sound is played when your rank increases

Wont haves

The sprite of the Doodle differs per rank

The sounds the Doodle makes differs per rank