Shop requirements

Functional requirements

Must haves

- In the menu of the game a scene displaying a shop can be opened.
- In the pause screen of the game a scene displaying a shop can be accessed.
- In the shop, the number of coins a player has earned so far is visible.

Should haves

- Items that can be bought with coins are shown in the shop.
- The prices of items are shown in the shop.
- The upgrades for the trampoline and jetpack can be bought.
- If an item is bought the amount of coins of the player is decreased with the price of the product.
- Items with prices greater than the number of coins the player currently has, can not be bought.

Could haves

- Skins for the doodle can be bought with the coins.
- Different backgrounds can be bought with the coins.

Won't haves

- Buying coins with real money.

Non-functional Requirements

Besides the provided functionality and services, design constraints need to be included in the requirements specification as well.

- All new features will be implemented in Java 8
- All features will be implemented in the week of 10 October, 2016
- The implementation of the features shall have at least 75% of meaningful line test coverage (where meaningful means that the tests actually test the functionalities of the game and for example do not just execute the methods involved)
- No CheckStyle, PMD and FindBugs error will be present in the final version
- Every class, interface, enum, method and field shall be documentated using JavaDoc