Logging requirements

Group 8008

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1. Functional requirmenents

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

1.1 Must haves

- The possibility to log to the console.
- The possibility to log to a log file.
- A log should contain a message.
- The message should be the last part of a log.
- A log should contain a timestamp for the event.
- The timestamp should be the first part of a log.
- Each log (except stacktrace) should be on one line.
- Different fields (message, timestamp, etc.) should be seperated by a ‘|’.
- An unspecified, error, info, warning log.

1.2 Should haves

- A log should contain the class of origin of the event.
- A stacktrace log.

1.3 Could haves

- Colored logs in the console.

1.4 Won’t haves

- Log different type of events (e.g. keyboard, mouse) to different files.

2. Non-functional requirements

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

2.1 Must haves

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

2.2 Should haves

- 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.

2.3 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.

2.4 Won’t haves

- The Doodle collides with an ingame object.