

Shooting requirements

Functional requirements

Must have

- When a certain key is pressed, a bullet object will be created at the top of the doodle.
- The bullet must travel upwards after the bullet is created.

Should have

- When a bullet collides with an enemy, the bullet is removed from the block it is in.
- If a bullet collides with an enemy, the player should be awarded points that will be added to the score.
- The bullet is removed after it has traveled a certain distance.
- Bullets can be shot in Darkness mode.

Could have

- A bullet can fall after being launched.
- If a bullet collides with a doodle, the doodle dies.
- The bullet is removed when it is below the screen.
- An enemy can take multiple bullets before the enemy dies.

Won't have

- The power of the bullet can not be changed.
- A bullet colliding with a doodle does not result in a degrade for the doodle.
- The speed of a bullet cannot be changed by a power up object.
- In multiplayer mode, bullets can not be created when a key is pressed.

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 documented using JavaDoc