Log Requirements Bust-a-Move

By
Calvin Nhieu
Jason Xie
Winer Bao
Justin Segond
Maurice Willemsen

TI2206 Software Engineering Methods

Supervisor:
Dr. A. Bacchelli

Teaching Assistants:
F. C. A. Abcouwer
R. van Bekkum
M. M. Beller
T. Boumans
A. Ferouge
J. E. Giesenberg

Log Requirements Bust-a-Move:

Must Haves:
- General:
  - A Log Class will deal with all logging.
  - The Log Class should be accesable from everywhere in the system.
  - Logs will be printed directly in the console.
  - Logs will be provided with the time of the log in the format hour:minute:seconds.
  - Logs of a Class will have their own color in the console.
- The Game logs when:
  - Classes are initialised
  - The Game starts / pauses / is won / is lost / levels up.
  - Player changes name / resets
  - Score is set / is added / resets
  - Cannon moves left / moves right
  - Cannon fires / loads bubbles
  - Cannon fires automatically
  - A row with bubbles is added to the arena
  - A bubble has a collision with an other bubble
  - A bubble lands in the arena field.
  - Bubbles pop, including score.
  - Bubbles drop, including score

Schould Haves:
- Future logging implementations can simply be added in the Log Class

Could Haves:
- Output logs are stored in a file

Won't Haves:
- Logs won't be send to the developer