

Option menu

Requirements Bust-a-Move

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Option menu

Functional requirements:

Must have:

- A clickable button in the main menu allows the user to enter the option menu.
- The button contains a text of "Options".
- After the button is clicked, the OptionScreen is displayed.
- A mute/unmute button is displayed in the OptionScreen.
- The text inside the button changes from mute to unmute and vice versa depending on the state (whether the game is muted or not).

Should have:

- The user is able to change the color theme of the bubbles in the OptionScreen.

Could have:

- The user is able to change the volume level in the OptionScreen.

Won't have:

- The user won't be able to invert all colors of the game.

Non-functional requirements:

Must have:

- The test coverage of the OptionScreen must be at least 60%.

Should have:

- The test coverage of the OptionScreen should be at least 70%.

Could have:

- The test coverage of the OptionScreen should be at least 100%.

Won't have:

- The requirements won't be completely implemented before monday Oct 24th 2016.