Highscore
Requirements Bust-a-Move

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TI2206 Software Engineering Methods

Highscore

Must have:

- A button in the main menu allows the user to enter the highscores screen.
- When the button is pressed, a click sound is played.
- The button is under the "2 Player" button.
- The highscores screen shows a list of 10 entries.
- Each entry consist of a player's name and score.
- The entries are sorted by the score. The highest score is at the top and the other scores has a descending order.
- The name and score are stored in a txt file. This ensures that those data are retained after the program is closed. Those data are read back from the txt file when the program displays the highscore screen.
- When the player gets a highscore, a message is displayed in the VictoryScreen or DefeatScreen.

Should have:

- Achievement system that will reward the player with point if he/she reaches a certain point value.

Could have:

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Won't have:

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