**Software Maintenance Assignment 2**

This document provides initial understanding of the group project. I have gone through the coursework sheet provided in the Moodle. Its highly suggested to understand and share your understanding in this document.

We shall distribute the tasks after we are done with the understanding of the assignment but for now a high-level project layout will be provided in this document.

**Explanation:**

The coursework requires a simple GUI application to set *axe* and *boat* called *powerups* position visually using mouse or keyboard. Once the user specifies the location of powerups, the application should update the positions in the game accordingly. The application should provide *zoom* option to make it easier to use. The application should have instruction, how to use the application.

A low-level prototype of the application is provided below. I am also writing initial *functional requirements* for the application, they can be updated at any stage of the development.

**Functional Requirements:**

* The system should be a stand-alone map viewer application.
* The system should be able to load the map file.
* The system should provide the functionality to set coordinates visually.
* The system should update the coordinates selected in the game.
* The system should provide the ability to zoom in and out of the map.
* The system should provide the feedback, if the selected position could hold the power ups.
* The system should provide the ability to exit at selection stage.
* The system should display the coordinates selected (*optional*).

