



SUMMARY OF REQUIREMENT ANALYSIS AND UML USE CASE DIAGRAM FOR PUZZLE GAME

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REQUIREMENT ANALYSIS

The summary of the requirement analysis for the GUI-based Puzzle game in Java involves identifying and analyzing the functional requirements, non-functional requirements, and constraints.

The functional requirements for the Java project involve the program displaying a medium-sized puzzle board with a pre-defined grid on the screen. The program should allow the user to decide whether or not to display puzzle pieces in the correct position at the start. The program should generate a new piece for each round. If the user selects the right piece it stays there or else it will be automatically removed;

The non-functional requirements for the Java project involve the program being user-friendly and visually pleasing. Being responsive with minimum to no delay or lag between displaying the board and choosing the piece and should acknowledge the user input instantly

The constraints for the Java Project involve the program being a single-player game implemented using Java and being a Swing-based GUI. The puzzles cannot be overlapped with one another and must be a medium-sized puzzle

USE CASE DIAGRAM

