

Requirements

Menu structure Bejeweled

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Functional Requirements

The requirements for the menu of Bejeweled are divided into functional and nonfunctional requirements. The functional requirements are divided into four categories using the MoSCoW model.

Must Haves

- When the game is started, the user is presented with a menu containing New game and Load game.
- When the player clicks New game, a new window will popup allowing the player to select the game mode he wishes to play.
- When the player selects a game mode, the game will be displayed and the player can play the game.

Should Haves

- The menu is styled with CSS.

Could Haves

- A settings menu that allows the player to set certain properties of the game.
- Animated background and animations between different screens.
- An intro when the game is started up.
- Background music for the menu/game.

Would/Won't Haves

- The game can be resized or be displayed in full screen.

Nonfunctional Requirements

The following requirements do not describe what the system should do, but they describe constraints that apply to the system or the development process of the system.

- The menu is written with FXML and javafx.