Requirements
Animations in Bejeweled

by

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Contents

Functional Requirements

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

Must Haves

- When a player makes a successful move, the two selected gems should visually switch positions.
- After the two selected gems have been switched, the created chain should disappear.
- When the created chain has been disappeared, the gui will show the upper gems falling down in order to fill the created void.
- When the gems are falling down, the gui will show newly generated gems falling down in the top row.
- If the board still contains any gems after this process, the process is repeated.

Should Haves

- After the two selected gems have been switched, the score should be updated during the animation of the chain disappearing.

Could Haves

- When a new game is started, the gems fill up the empty board by falling down from the top.

Would/Won't Haves

- After two selected gems have been switched, the created chain should disappear and the gems move to the score panel while updating the score.

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 animations should occur with at least 30 frames per second.