

# *Requirements*

## *Time trial game mode Bejeweled*

*by*

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# Functional Requirements

The requirements for the 'Time Trial' game mode in Bejeweled are divided into functional and nonfunctional requirements. The functional requirements are divided into four categories using the MoSCoW model.

## Must Haves

- At the start of the program and choosing to start a new game, the player gets the choice between a 'Classic' and a 'Time Trial' mode.
- If 'Classic' is chosen, a classic game launches. This is exactly the same game as previously implemented in our system and for that reason, we will not elaborate on it.
- If 'Time Trial' mode is chosen, a 'Time Trial' game is started.
- At the start of this 'Time Trial' game, a timer gets shown in the GUI.
- This timer is initialised to 2 minutes.
- Once the game is started, this timer will start counting down to 0.
- When the timer reaches 0, the game is over.
- When there are no more moves left on the board, a new board is generated.

## Should Haves

- When a power gem is chained, 30 seconds are added to the remaining time.

## Could Haves

- The initial time of the timer can be set in the Settings menu.
- The time boost for creating a power gem can be set in the Settings menu.

## Would/Won't Haves

- The game will play a sound when there are 10 seconds remaining on the timer.

# 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 game cannot be saved or loaded during 'Time Trial' mode. This has been done for several reasons:
  - This specific game mode has a relatively short duration.
  - Not allowing the player to save, makes the player lose his current score if he decides to quit early, which motivates the player to want to play for a bit longer, thus increasing exposure and addiction to our game.