Requirements
Multiplayer implementation Bejeweled

by

Group 33

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Contents

Functional Requirements

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

Must Haves

- When a new game is started the graphical user interface displays 2 boards.
- The first board is controlled with the mouse the same as the singleplayer game.
- The second board is controlled with the keyboard by using the arrow keys to move to selected gems.
- Each board has its own seperate score.

Should Haves

- Both players are able to pause the game.
- Both players are able to save the game.
- Both players are able to load the game.
- Both players are able to restart the game.
- The player is able to choose whether to play the game multiplayer or singleplayer

Could Haves

- When starting up the game it asks you how many players will play, based on your input the game will display up to 4 boards each with their own controls.

Would/Won’t Haves

- The game can be played online against other people.

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.

- Each player should feel like they have an equal chance of winning the game.