

# *Requirements*

## *Savegames implementation Bejeweled*

*by*

*Group 33*

***Teaching Assistant***

*B. Reijm*

***Group members***

*Wytze Elhorst*

*Thomas Kolenbrander*

*Steven Meijer*

*Bart van Oort*

*Steven Meijer*

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# Functional Requirements

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

## Must Haves

- In the GUI, there is a button that allows you to save the game
- In the GUI, there is a button that allows you to load a previously saved game.
- When the save game button is clicked, a save game is automatically generated.
- When the load game button is clicked, the last saved game is loaded.

## Should Haves:

- The GUI should let the player know if the game has been saved successfully.
- The GUI should let the player know if a saved game has been loaded successfully.

## Could Haves:

- The game allows the player to have multiple saved games by naming the saved games according to the current date and time.
- The player is able to choose which saved game he would like to open.

## Would / Won't Haves:

- The player is able to choose where the game should be saved and what the name of the saved game is.
- The player is able to choose a path from which a saved game should be loaded.

# 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.

- This saved game is a .bjw file, with text inside it.
- The saved game is structured as follows:
  - The first line is an integer with the score of the player at the time of saving.
  - The second line contains the colours of the gems in the cells in the first row of the board, separated by a single space.
  - The third line contains the colours of the gems in the cells in the second row of the board, separated by a single space.
  - And so on, until the ninth row, which contains the colours of the gems in the cells in the eighth (last) row of the board, also separated by a single space.