# Requirements TA extension

### Save Game

#### Must have:

- There shall be only one save file.
- The game shall have a save button.
- There will be a save-file in which the last saved game is saved:
  - o The board shall be saved with all the gem positions.
  - The time shall be saved.
  - The score shall be saved.
- If the save button is pressed, it will write all the information of the current game to the save file
- The game shall have a continue button on the main screen.
- If the continue button is pressed, the previous saved game will be loaded from the save file and the game will continue.

#### Should have:

- The game shall have a pause menu
- If no save file is available the continue button will be disabled
- If a new game is started the save file will be deleted

#### Could have:

• The save file will contain a hash to validate that the file isn't corrupted

## Requirements own extension

visual/game improvements

#### Must have:

- The game must have a time line animation to display the current time
- The font of text must be improved in the user interface
- The game must have a text popup with scored points.
- The game must be able to detect possible options to form combinations on the board.

#### Should have:

- The game should be able to end the game when no more options to form combinations are available on the board.
- The game should be able to give a hint for a possible combination on the board.
- There should be 3 special gems.
- The first special gem shall appear when a combination of 4 gems is formed. This special gem shall give a double amount of points when a combination with this gem is formed.
- The second special gem shall appear when a combination of 5 gems is formed. This
  special gem shall remove an entire row of gems when a combination with this gem is
  formed.
- The third special gem shall appear when a combination of 6 or more gems is formed.
   This special gem shall remove all gems in the field with the same color when a combination with this gem is formed.
- The gems shall switch with an animation
- The highscores will have a name attached to it.

#### Could have:

The gems shall fall down with an animation when they fall down on the board.