

# Multiplayer Requirements

## Functional

### Must Have

- A player shall be able to enter the lobby and see online players
- A player shall be able to invite another player that is online in the lobby
- A player shall be able to accept an invite from another player
- A multiplayer game shall have exactly two players
- A multiplayer game shall have identical boards for both players
- When one player makes a swap to create a combination, this swap will be performed at the other player as well.
- When a combination gets formed by a swap, only the player that made the swap will be granted points.
- When new gems get added to the board, both players will get the same new gems
- When two player play a game they shall be able to see each other's score.
- The players will have a fixed time.
- The players will not gain any time during the game.

### Should have

- A player shall see a notification when another player invited him/her for a game

### Could have

- Players could chat with each other during the game
- If a player generates a hint the other player gets the same hint

### Won't have

- More than two players per game
- Save functionality for multiplayer games

## Non-Functional

- We'll use a seed to make sure the new gems are the same.
- The multiplayer only works on Windows