Requirements Difficulties

Must have
- The game shall have an easy and a medium gamemode
- The easy gamemode shall have 5 different gems
- The medium gamemode shall have 6 different gems

Should have
- The game shall have a hard gamemode
- The hard gamemode shall have 7 different gems
- The more difficult a gamemode, the more points will be granted per gem

Could have
- When a player is playing hard mode and swaps two gems that do not form a new combination, these gems will turn into stone and won't move for the rest of the game
- Stone gems can not form a combination.

Won't have
- The game shall not grant different amounts of time per difficulty

Non-Functional Requirements
- We'll use java for the implementation
- We'll use a different abstract factory per difficulty to generate the gems