Requirements

Animations

Functional requirements:

Must have:
- The swap of gems in the game shall be an animation.
- The drop of gems after a found combination shall be an animation.
- The appearance of new gems shall be an animation

Should have:
- The removal of gems shall go smooth with an animation
- The game shall recognize when there are no options left and generate a game over.
- The Highscore layout shall have a background.
- The design of the pause menu shall be renewed.

Could have:
- The game shall have three 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.

Will not have:
- Animations with the build in animation function of javaFX

Non-Functional requirements:
- Animations will be done with a timer