

Requirements JBubble Bobble

Week #6 – Sprint #3

By

Group 2

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1. Bubbles float up after a set amount of time

This week we decided that we wanted bubbles to start floating up after a set amount of time and not just after colliding with an enemy or a wall. The requirements for this feature are stated below.

1.1 Must Haves

- A bubble that's floating upwards shall not be able to capture an enemy.
- A bubble shall start floating upwards after 3 seconds.
- A bubble shall start floating upwards after colliding with a wall.
- A bubble shall start floating upwards after colliding with an enemy.
- A bubble shall keep moving as before after colliding with another bubble.
- A bubble shall keep moving as before after colliding with the player.

1.2 Should Haves

- A bubble that's floating upwards shall bounce of the ceiling walls.
- A 'warp' shall be moving from the top of the bottom to the map through a gap.
- A 'warp' shall be moving from the bottom of the top to the map through a gap.
- A bubble that's floating upwards shall be able to warp.

1.3 Could Haves

- A bubble shall start floating upwards slowly with a curve.

1.4 Won't Haves

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2. Units shouldn't be able to 'hang' onto walls

The last version of the game introduced a bug where units are able to hang onto walls. Especially enemy units seem to get stuck in a wall, and won't fall down. This week we're aiming to resolve this issue. The requirements for this fix are stated below.

1.1 Must Haves

- Units shall never hang onto walls.
- Units shall fall down after colliding with a wall.

1.2 Should Haves

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1.3 Could Haves

- Unit direction shall be recalculated without movement in the direction of a collision.

1.4 Won't Haves

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3. Unique sprite for captured enemies

Last week's release contained a feature where enemies could be captured by bubbles. That was really nice except that there was no unique sprite for captured enemies. That caused quite some unwanted confusion. This week we aim to implement a unique sprite for captured enemies, so they can be detected at all times! The requirements for this feature are stated below.

1.1 Must Haves

- The enemy captured by a bubble shall be represented by a unique sprite.
- An enemy's sprite shall be returned to its previous sprite when it breaks out of a bubble.

1.2 Should Haves

- The bubble sprite shall change on basis of the enemy captured.

1.3 Could Haves

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1.4 Won't Haves

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