

User Stories

**[my piece] and [the ball] are both valid descriptions of the user-controlled object*

Starting application

The application begins with showing a menu.

Menu

As a user, I want to be able to see my highscores.

As a user, I want to get help if I need it.

Gameplay

World

As a user, I want to have a world of a certain predefined size.

As a user, I want something to stop me from getting outside the boundaries of the world.

As a user, I want to be able to move the ball in the world.

Map

As a user, I want to play on different maps.

As a user, I want obstacles on the map.

As a user, I want obstacles with different behaviours (some may act like walls, while others might “kill” or just slow the ball).

Surfaces

As a user, I want different surfaces.

As a user, I want the different surfaces to provide varying frictions, so that movement of pieces is affected.

Enemies

As a user, I want enemies that can hurt/kill the ball.

As a user, I want enemies that can move at different speeds.

As a user, I want the enemies to take the closest way towards the piece I control.

Physics

As a user, I want all components to behave according to the laws of physics.

As a user, I want to be able to accelerate.

As a user, I want to be able to bounce into a wall.

As a user, I want to [make the ball] jump, so I can avoid obstacles.

Power-ups

As a user, I want to be able to pick up power-ups from the map.

As a user, I want some power-ups that boost/enhance abilities, and some that impairs them.

As a user, I want power-ups to have a limited lifetime.

As a user, I want power-ups to be rare.

Sounds

As a user, I want sound-effects.