

## 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.

### 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 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).

#### *Enemies*

As a user, I want enemies to spawn at a constant rate during the game.

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 chase 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.

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.

As a user, I want music.

As a user, I want to be able to turn off the sound.