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.