

Functional Requirements

The player should be able to:

- Start the game.
- Restart the game.
- Shoot a ball.
- Aim the ball in a certain direction.
- Lose lives after each shot which did not remove a group balls.
- Regain lives after a new line of balls has been added to the top.

The game should:

- Remove units with the same color if the ball that was shot makes the amount of connected balls exceed 3.
- Remove units without connection to the top.
- Reward the player with points.
- Move the entire field down if the player has no more lives left adding 1 + the amount of missing colours extra lines of balls.
- Display a game-over screen once the balls hit the bottem of the screen.
- Display victory screen once the last ball is gone.
- Bounce the ball if it hits the wall.
- Not allow a certain color in the field once it is gone.
- Let the unit being shot stick to another unit already in play when they make contact.

Non-Functional Requirements

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