

Walls REQUIREMENTS

We will implement a new feature: walls. Walls now appear in some levels. There are multiple types of walls, and whether the player/ball can go through it depends on its type. When a certain condition is met, the wall will dissapear and the player/ball can go to the new area. Conditions include but are not limited to: Survive for a certain time, destroy all balls on the side of the wall, hit a special target with a rope.

Must haves:

- A wall is an object that is placed in a level
- A level can have multiple walls
- There are 3 types of walls: Player walls, Bubble walls, and Duo walls
- When a bubble hits a player wall, it will go through it
- When a player hits a player wall or a duo wall, the player can't go further into that direction
- When a bubble hits a bubble wall or a duo wall, it will bounce back to the other direction
- When a player hits a bubble wall, he will go through it
- Neither a player nor a bubble can go through a duo wall
- When a certain condition is met, the wall will dissapear
- A condition for a wall to disappear is depending on the level.
- Example conditions are: all bubbles are popped, a timer, switch on the roof

Should haves:

- The 3 different types of walls have different colors