

# Requirements

## *Moving Walls*

### Must have

- There must be Walls that are characterized by a constantly moving behaviour.
- The walls must have a certain speed at which they move, which is not predefined.
- When a wall collides with another wall with its front, it should change direction.
  - The front of the wall is defined as the side of the wall of the same direction the wall is currently moving in.
- When a wall collides with another wall with its side (which is one of the two sides that is parallel with the direction the wall is moving in), the wall should keep going in the same direction.
- The implementation of the Moving Wall must not interfere with the functionality of regular (non-moving) walls.
- When a projectile collides with a moving wall, it should show the same behaviour as it would when colliding with a regular (non-moving) wall.
- When a bubble collides with a moving wall, it should bounce off it, thus conforming to the original behaviour of a Bubble with (regular) Wall collision.

### Should Have

The implementation of this feature does not call for Should Have requirements.

### Could Have

The implementation of this feature does not call for Could Have requirements.

### Would Have

The implementation of this feature does not call for Would Have requirements.