

Bouncy Balls: Requirements

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Functional Requirements

- The game should not start automatically during code compilation. There should be a start button to allow the user to start the game.
- The game should be entertaining to the user.
- The user should have control over the number of balls.

Non Functional Requirements

- The screen should have some instructions.
- The game should start in less than 100ms.
- The game should be memory efficient.

UI Requirements

- There should be a start and stop button.
- The color of the balls should be pleasing.
- The color of the wall must be black.
- The color of the balls must be randomly generated.
- There should be a help button to show instructions.