Requirement Engineering Artifact
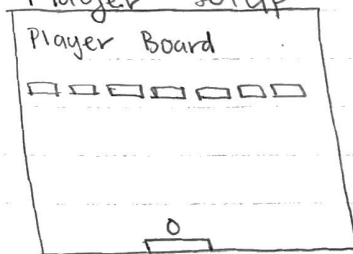## Breakout Arcade

Start	Options	Difficulty

Options

Resolution	How to Play	Color Theme?

Player Setup

Player Board

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# of lives	# of points	reset

Victory   Loss

You Win!   OR   You Lost!

\# of points earned   \# of points earned

Difficulty: 1   2   3

↳ The higher the difficulty, the more blocks there are to destroy.

Playing Game

↳ Ball bounces of paddle (controlled by player) to keep game running.

↳ If ball does not touch paddle and hits the floor, lives will decrement.

↳ When ball breaks bricks, points are added to the scoreboard.