Summary	Issue type	Description
As a player I should be able to have a starting menu with buttons, so that I can choose which action I want to do.	Story	1. The main menu should have a nice background and a title. 2. The main menu should contain buttons to start the game or to quit it.
As a player I should be able to launch the ball after clicking on the screen, so that I can start playing.	Story	1. The game should not start until the player launches the ball.
As a player I should be able to move the ball's support to the left and to the right, so that I can intercept the ball after it bounces.	Story	1. The game should allow the player to move the ball's support by moving the cursor.
As a player I should be able to see the block and it's evolution over the game so that I can break the block.	Story	1. The block should change each time the ball hits it, and then move to the next level after the player breaks it a number
As a player I should be able to move to the next level, so that I can get harder	Story	1. The game should offer different levels so that the player can progress and enjoy
As a player I should be able to restart again after failing a level, so that I can get another chance to win next time.	Story	1. There should be a Game over interface with a "Play again" button to restart the game.
The 'Quit' button is bugged, and the game is not closed when the button is	Bug	
The ball's speed is very high, and it's difficult to keep up with it.	Bug	
As a player I should start over from level 1 whenever I loose, so that I can get another chance.	Story	1. Every time the ball falls, the game should start from level 1.
As a player I should be able to hear the ball when it hits the block or the ball's support so that all my attention be on the game.	Story	1. There should be a sound when the ball hits the block, and another one when it hits the ball's support.
As a player I should be able to see the score of my level progression and the timer, so that I can know how good I performed.	Story	the top with the timer. 2. An interface of the level achieved should be shown when the player passes a certain level.
The ball's support moves very fast and is difficult to control.	Bug	