

Wacky Breakout Requirements Specification

Wacky Breakout works a lot like regular Breakout, where you try to remove all the blocks on the screen by hitting a ball with a paddle. The game, however, also spawns a new ball every few seconds, so there are regularly multiple balls in play at the same time.

In addition, there are several different block types:

1. Standard. Behaves in the normal way
2. Bonus. Counts for double points when hit by ball
3. Freezer. Makes the paddle unmovable for a short period of time. This is a pickup
4. Speedup. Makes all balls in play move at twice their current speed for a short period of time. This is a pickup

Each ball only stays alive for a certain period of time. When the time expires, the ball is destroyed.

The game keeps track of and displays the player's score and the number of balls the player has left to lose.

When the player has cleared all the blocks on a level, the game ends. The game also ends when the player loses the fifth ball. When the game ends, the game displays a message showing the player's final score, then returns to the Main Menu when the player clicks a Quit button.

The game has the following menus:

1. Main Menu: Lets player pick play, help, or quit
2. Help Menu: A single page that displays brief game instructions
3. Pause Menu: A menu displayed if the player pauses a game in progress. Provides options to resume the game or quit to the main menu

The game stores important game configuration information in a file it reads in at runtime. This approach supports tuning patches later as necessary.

During gameplay, sound effects are used to indicate when a ball has been spawned and when a ball has collided with the paddle, another ball, or a block. Gameplay sound effects also indicate when the freezer and speedup effects have been activated and deactivated. Finally, appropriate sounds are played when a ball is lost and when the game is lost. The only menu sound effect is a click when a menu button is clicked.