Lifes requirements

Concept

The concept of having multiples lifes mean that even when the character dies, the game will not end, instead the level will reset and the character will respawn and a life is substracted from the total life pool. Only if the player runs out of lifes, will the game end.

Implementation

The game class will contain a variable that tracks the amount of lifes left. Methods must be added to increase or decrease the amount of lifes. At game start the lifes are set to three. Everytime the character dies one life is substracted. If lifes equals zero, the game state will change to game over.

Functional requirements

Must have

- The game must start with three lifes
- If the character is hit by a ball, a life must be substracted and the level willl reset
- If the character is hit by a ball and no lifes are left, the game must change to a game over state.

Should have

- The maximum amount of lifes should be three
- The amount of lifes should be represented in the UI
- The amount of lifes should increase by 1 when the extra life power-up is picked up

Could have

- The maximum amount of lifes could be increased after each level

Won't have

- Lifes won't affect the score calculation

Non-functional requirements

- The functionality must be tested properly within the game class