## Gameplay

* A start button: the ball falls form the spawn, goes in his location, a pipe shoots it in the playground. The floor lights up when the ball passes. 5d
* The bumpers (the mushroom one and the blue one) have it bounce and they increase the game score. Moreover, the floor around the bumper lights up for a few moments. 5d
* The player can move the paddles to kick the ball up 5d
* If the ball falls in the plasma wall behind the paddles gets destroyed and the game is over 5d
* A high score table shows the previous best scores 3d
* 5d for UI elements, menus
* 10d as buffer

## Optional cool features and settings:

* Accessibility
* Languages
* Mobile version
* Buffs
* Other elements in the playground
* Online high score
* Hilarious implement