

Story Mapping for Breakout

BHAG

You are a paddle, and you are attempting to destroy as many bricks as possible by using a ball that you bounce, while ensuring that it stays in bound.

User Goals:

- Paddle: As a paddle, I am attempting to reflect the ball when it hits me.
- Ball: As a ball, I bounce around the screen destroying the blocks.
- Brick: As a brick, I disappear and change the ball's angle by some degree on contact and drop items if I am an item brick.
- Stage Level: As a stage level, I generate the wall placement according to a difficulty.
- Effect-Object: As an effect object I want to generate special effects when the ball comes into contact with me.
- UI/UX interface: As the UI/UX interface I want to display relevant information and game control buttons in an aesthetically pleasing way.

Epic Story	As a paddle, I reflect the ball when it hits me.	As a ball, I bounce around the screen destroying the blocks.	As a brick, I disappear and change the ball's angle on contact.	As a stage level, I generate the wall placement.	As an effect object I want to generate special effects when the ball comes into contact with me.	As the game screen I want to display relevant information and game control buttons in an aesthetically pleasing way.
Sprint 1	Able to be move paddle and bounce the ball back	Moves around the screen and bounces off bricks and screen edges.	Able to be placed on screen and change the angle of the ball on contact.	Generate a hardcoded level.	Create a wormhole object that teleports the ball to a different wormhole.	Add buttons that control the horizontal movement of the paddle.
Sprint 2	Able to change paddle size based on items and achieve finer controls using physics	Able to adjust speed of ball based on items and duration of the game	Power-Up and Power-Down bricks are able to drop items that modify the paddle and ball. Bricks can disappear when destroyed by ball.	Able to programatically change level and select levels from the title screen.	Create a spike object that destroys the ball and decrements the number of lives left.	Add display that keeps track of number of lives left, current stage level, and score. For now use a simple scoring system. Also add a pause button to pause the game.
Sprint 3	Add sound effect when ball makes contact with paddle. Add animation when paddle changes size.	Animation and effects for when the ball makes contact with special objects(spikes and wormholes)	Add animation and sound effects for destruction of bricks. Add explosive bricks that destroy surrounding bricks on contact.	Design original levels.	Add animations and sound effects for both spikes and wormholes.	Modify scoring system to a combo-based scoring system. Add animation and sound effects for when lives decrement, score increments, and when reaching combos.