User Stories Report

User story 1:

* Make the paddle move properly
* Make the initial game service (the ball starting position) and trajectory
* Make the ball bounce (wall, obstacle, block, paddle)
* Trigger the block destruction (disappear, drop a pill, play a sound) before deleting the block definitively

User story 2:

* Create a Game Manager to control the flow of the game: Service, death, load the next level and manage the scoreboard.
* Create a Scoreboard to set a current score, save the score if you beat an existing and load the last best score.

User story 3:

* Add a button RETRY
* Add a button EXIT
* Add a button START OVER

User story 4:

* Create the powerup (fireball): Personal change of the user story: The default percent is 20%, can be changed in each block game object. The fire projectile will disappear when the ball hits the paddle three times

User story 5:

* Every time the ball hit the paddle, the timescale increases by a small fraction 0.5%
* The timescale cap doesn’t apply when we hit the paddle.
* The paddle movement must not be impacted by the timescale.

User story 6:

* Create the white blocks (I set the default block to be gold color, and each block can have different lives with the same color so that the designer can play trick to players)
* Create the grey blocks (black or blue color, blue color will move to a different place after it is hit)
* Update the different levels design.

User story 7:

* Protection powerup, the powerup add a floor under the player to protect against dying. The protection only lasts a few seconds (10 seconds).
* Multi-balls powerup, the powerup duplicates the ball in (3 instances). o Each additional ball starts with a trajectory slightly different (few degrees left and right of the original) and doesn’t collide with each other.
* Mega Paddle powerup, the powerup makes the paddle larger for (10 seconds).
* Speedup power down, the power down double the speed of the ball for (5 seconds).

User story 8:

* Create the loading screen
* Create the main menu
* Update the game over menu
* Create the pre-loader menu
* Create an in-game (pause) menu (Press Esc)

User story 9:

* Add music
* Adding Audio Effects (audio mixer) and audio source

User story 10:

Haven’t done yet

User story 11:

* Add permanent collectibles. If you collect 7 dragon balls totally, you will directly win (I was thinking to go to the final boss scene, but the time is not enough for now, will update later)

User story 12:

* Add the leaderboard display. (Maximum displayed player: 3 )

User story 13:

* We need an icon for the executable file.
* We need a splash screen after Unity’s logo.

User story 14:

* Add background(s) theme(s)
* Add animation for Victory
* Add new sprites.

Custom user story:

As a skilled player, I want the ball can be steered based on where it hits the paddle, so the game will be more challenging.

Story Description:

The ball will move a bigger angle if it hits the edge of the paddle, and it will move a smaller angle if it hits almost the middle of the paddle

Suggested Tasks

Improve current ball steering system