

Requirements for assignment 2

The user is able to navigate through different screens. The first is the menu, and the other ones are different levels of the game.

Must

- When the player opens the game, a menu should open up.
- In the menu, the player can navigate to the main game.
- The menu is a separate state from the main game content.
- In the game, when a player completes a level, he moves to the next level.
- Each level has a different design.
- Each consecutive level has increased difficulty.

Should

- If the player wins the game, a win screen shows up.
- If the player loses the game, a lose screen shows up.
- The player can navigate from the win or lose screen to the menu.
- Other levels have new 'building blocks', like platforms and moving walls.

Could

- The player can navigate from the main menu to the settings menu.
- There are platforms that move around. When the player stands on this platform, he moves too.
- In the settings menu, the player can adjust screen options and audio options.

Would

- In the settings menu, the player can set level difficulty.
- The menu utilizes animations and fancy graphics.

User is able to have a better game experience with audio and better visuals.

Must

- The game produces a song on opening.
- The screen size must be adjustable in the following 16:9 native resolutions:
 - 1280x720
 - 1366x768
 - 1600x900
 - 1920x1080
- Anti-Aliasing can be switched off with a hard-coded boolean.
- The game can be run in full-screen.

Should

- The game produces sound on GameEvents, like a rope shooting, collisions, bubble bouncing.
- The game utilizes Scalable Vector Graphics (SVG) for flexibility in changing resolutions.

Could

- The player can change sound settings in the menu.
- The player can change the graphics settings in the menu.

Would

- The audio and songs used in the game are specifically composed for our game.
- The soundtrack is built out of different layers that can be changed on demand of the game. When a player moves closer to a bouble, the 'dangerous' soundtrack layer is faded in and blended with the rest of the soundtrack.

The user scores money from points and can spend this money in a shop to gain power-ups.