

# Requirements Testing - Group 3

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- 1.) When the user launches the application, a main menu will be displayed.
- 2.) The main menu will only allow the user to begin the game or exit the game.
- 3.) If start game is selected, the level will be loaded to the screen.
- 4.) The user may then hit 'spacebar' to launch the ball into play, or the user may use the left and right arrow keys to position the platform before launching the ball.
- 5.) After the spacebar is hit, the arrow keys will be the only functional keys, and they will control the platform's movement.
- 6.) The ball will bounce off all walls and 'bricks', and when a brick is hit, it will disappear.
- 7.) If the player fails to keep the ball in play, the user will lose a life.
- 8.) If the user loses all three lives, the game will display "Game Over" and a button to return to the main menu will be available.
- 9.) If the user breaks all the bricks without losing all their lives, the game will display "Winner!" and a button to return to the main menu will be available.