Requirements Custom levelbuilder

Must have:

- As a user, I want to be able to make my own level with a levelbuilder.
- As a user, I want to be able to add all possible elements to my created level: balls, walls and players.
- There must be a maximum of two players per level.
- There must be a maximum of three walls per level.
- As a user, I want to be able to drag the elements I want in the level to a position in the level.
- There must be an option to discard the changes made in the level.
- There must be an option to save the level.
- Players should only be movable on the x-axis, so they may not 'float' in the air and can only be on the floor of the level.

Should have:

- There should be an option to set the size of the added balls.
- There should be an option to use the level in the actual game.
- There should be an option to set properties of added walls.
- There should be an option to distinguish which level is made: singleplayer or multiplayer.
- There should be an option to set which player is player 1 and which player is player 2.
- It should be possible to set the amount of time available to complete the level.

Could have:

- It could be possible to set which powerups may be used in the level.

Won't have:

- A possibility to add custom elements with custom shapes.