

Product Backlog for Highstriker Game Learning goals: Version Control(Git), Game Design (Animation,UI), Databases

High Priority

- Create a intro screen where users can:
 - Play the game
 - Quit the game
- Uses figma to design how different elements will look like.
Demo: Start application, A window with three buttons: Start Game, Leaderboards, Quit:
 - Start game will initiate the game session
 - Leaderboards will allow the user to see the players with the highest scores
 - Quit will close application.
- The highstriker will be displayed when the user starts the game.
- At each interval there is a mark to indicate height
- The highstiker has a “target” that the user tries to deliver the ball to
Demo:Start Game leads to a new window with the detailed game design, highlited part shows what part of the bar the user should aim for.
- Create a method that measures how long the user has held the space button, the longer the press the more force the ball is ejected up
- Displays a float value (up to 2 digits) based on the force the user enacted on the ball.
- Ball is ejected when the user release the space button
- The ball’s speed will be reduced based on the deacceleration variable
- The ball’s speed will be measured every “x” ms (tentative to changes)
- Final position of the ball relative to the highstrike will be measured when the ball’s speed reaches 0.
- Score is awarded based on how close this stop position is to the target (the closer the ball the higher the score).

Demo: Position of the ball is changing with respect to force and time, upon holding the space button the ball shoots up.

Medium Priority

- Create a method that will be called upon by the the display method that will make the ball going up the highstriker seem animated. with lighting up levels as the ball passes them, flashing of all levels if the game has been won.

- Create a sound method that will make sounds as the ball hits the levels in the highstriker (or after each round)
- At the end of each game session, users are prompted to input their name to store their records.
- Each round has a different deacceleration variable to keep the game interesting.
- Store the leaderboards (username + score) inside a text file which the game will read from and display.
- Users have the option to view the leaderboards at the start screen.
- Users can play 3 rounds before the game finishes.
- Replaces the “force float value” with a percentage bar to indicate initial force.

Create a method that will be used to display a small spring at the bottom, used as the indicator for the force applied by the player

On top of this spring will be the ball, moving alongside when shortening spring.

Spring compresses with the player holding the space button, and stops at a set maximum compression.

Low Priority

- Uses JDBC to store records of players
- The “force bar” plays a “charge up” sound that becomes more intense as the users hold down the space button
- Implement different “power ups” or game modes to the game

-Implement sound.

-Built System UX.