# Requirements Documents

## Start-up Page

1. Display background image of grey bricks covering the screen.
   1. Display the title of the game should be across the top of the screen.
2. Display a label on the bottom of the page saying “Name”
3. Display an entry box beside the label allowing user to enter in text.
4. Display a button saying “PLAY” below the entry box. Button is disabled until the user enters in some text.
5. When they click the “PLAY” button, the user will be brought to another page which is the Game Page.

## Game Page

1. Display background image of grey bricks all over the screen.
2. Display a score board in the top left-hand corner.
3. Display an image which is the ball on the top of the screen which automatically moves when the game starts.
4. Display another imager which is the paddle on the screen that is 100 pixels up from the bottom of the canvas.
5. When the game is playing, there should be two buttons at the bottom of the screen, saying “Left” and “Right”.
   1. “Left” button moves the paddle towards the left of the screen.
   2. “Right” button moves the paddle towards the right of the screen.
6. The ball should move down towards the paddle bouncing of the edges of the screen if they touch.
   1. If the ball collides with the paddle, the ball should bounce back upwards increasing the score by 1.
   2. If the ball misses the paddle, user is not quick enough with moving the paddle, the game is over
7. When the game is over, the “Left” and “Right” buttons should disappear.
   1. In place of these buttons should be a “Play Again!” and an “Exit” button.
8. “Play Again!” button moves the ball back to the top of the screen and the paddle to the middle of the screen.
9. “Exit” button should close the game.