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| No. | DESCRIPTION | EST |
| 1. | As a <User> I would like to enter the Options menu and set music to ON or OFF | 2 |
| 2. | As a <User> I would like to start New Game by pressing the “NEW GAME” button in main menu | 1 |
| 3. | As a <User> I would like to enter the Options and be able to change the movement control option to : Accelerometer, buttons or gesture. | 2 |
| 4. | When the accelerometer movement option is chosen then as a <User> I would like to move the paddle, in game, by using the accelerometer. | 5 |
| 5. | When the gesture movement option is chosen then as a <User> I would like to move the paddle, by dragging it with my finger. | 5 |
| 6. | When the buttons movement option is chosen then as a <User> I would like to move the paddle, by tapping the buttons in the right and left screen edge. | 3 |
| 7. | As a <User> when the ball falls down beneath the paddle I should leave one of my hit points. | 3 |
| 8. | As a <User> when I lost all of my three hit points the game should end and a game over screen should be displayed. | 2 |
| 9. | As a <User> when a game over screen is displayed I would like to restart the game by pressing a “RESTART” button. | 1 |
| 10. | As a <User> I would like to pause the game by pressing a “PAUSE” button. | 2 |
| 11. | As a <User> when all the bricks all destroyed I would like to go to the next level. | 2 |
| 12. | As a <User> when a ball destroys the brick I should get one point. | 3 |
| 13. | As a <User> I should have a possibility to enter my nickname to the high score list after the game has ended. | 2 |
| 14. | As a <User> I would like to see the high scores by pressing the “HIGHSCORES” button in the main menu. | 3 |
| 15. | As a <User> I would like to choose an unlocked level, the one I have already played, from a special list, after pressing the “NEW GAME” button. | 5 |
| 16. | As a <User> I would like to see a level on the unlocked levels list. After I have played it. | 3 |
| 17. | As a <User> when I am in the game, I would like to see that when a ball strikes a normal brick it will be destroyed. | 3 |
| 18. | As a <User> when I am in the game I would like to see that when a ball strikes a medium brick it will change to a normal brick. | 5 |
| 19. | As a <User> when I am in the game I would like to see that when a ball strikes a large brick it will change to a medium brick. | 5 |
| 20. | As a <User> I should be able to catch a falling power up that falls out form a destroyed brick | 8 |
| 21. | As a <User> when I start new level I should see that the ball is sticking to the paddle | 3 |
| 22. | As a <User> when I catch a “LASER” power up with my paddle. Then the paddle should start shooting laser beams that will destroy the bricks on impact. | 8 |
| 23. | As a <User> when I catch a “BIG\_PADDLE” power up with my paddle. Then my paddle should grow twice wide. | 8 |
| 24. | As a <User> when I catch a “IMORTALITY” power up with my paddle. Then there should be no possibility for the ball to fell beneath the paddle and for me as a <USER> to lose a hit point. | 8 |
| 25. | As a <User> when I catch a “SLOW\_TIME” power up with my paddle. Then the paddle should move half fast as normal. | 13 |
| 26. | As a <User> when I catch a “ROCKET” power up with my paddle. Then my paddle should fire a rocket that will destroy all bricks in a 3x3 area on impact. | 8 |
| 27. | As a <User> when I catch a “STICKY\_BALL” power up with my paddle. Then the ball after hitting the paddle should stick to it until I will tap the screen. | 8 |
| 28 | As a <User> when I catch any of the power ups with my paddle. Then the paddle should change its appearance. According to the power up. | 3 |
| 29. | As a <User> when I catch a “MULTIPLY” power up with my paddle. Then the amount of balls should duplicate. | 8 |
| 30. | As a <User> when I will complete all levels I should see a congratulations screen. | 3 |
| 31. | As a <User> every time I start or restart a level the background image should be randomly chosen from a predefined set of backgrounds. | 3 |
| 32. | As a <User> when I complete a level in less then a minute I should get bonus points. | 3 |
| 33. | As a <User> when I am in the game I should see the game timer, that is counting time since the start of the level. | 2 |
| 34. | As a <User> when I am in the game I should see my current points amount. | 2 |
| 35. | As a <User> when I am in the game I should see my left hit points amount. | 1 |
| 36. | As a <User> when I enter the game I should see that the ball is bouncing from all the objects inside the game including the top, left and right screen edges. | 8 |
| 37. | As a <User> while I am in the game a sound should be played every time a ball bounces. | 5 |
| 38. | As a <User> when I complete a level I should hear a special sound. | 3 |
| 39. | As a <User> while I am in the game I should hear a background music playing. | 5 |
| 40. | As a <User> every time I enter or restart a level a randomly chosen background music should be played | 3 |