

**Requirements:**

A – Absolutely Must Have (The game must have these in order to exist)

B - Better Have (This game would be more sought-after than other games if it had these features)

C - Could Have (If there's time and energy, these are the things that could benefit the game)

D - Doesn't Have (These are requirements in either in consideration to be added, or removed from the above list for some reason).

Requirements for Version 1.0.0-alpha**A**

- Entire screen is the 'action'. There are no visible menus/sub-menus without user interaction.
- [sub-menu-button] brings a sub-menu containing relevant info.
- Ant
  - Animated Sprite
- Planet
  - planet\_size += 1m whenever ant crosses 1m
    - maybe just, every frame, planet\_size = ant\_distance\_traveled / 100 something
- Keeps track of
  - distance\_traveled
  - planet\_size
  - percent\_traveled
- When you click the ant (or screen), the Ant moves
  - This updates distance\_traveled, plays an animation

**B**

- Parallax Background + Foreground moves when the ant moves

**C**

- Koala makes background noises

**D**