Problems/Requirements

## Essential

* Sprite(s)
* Movement
* Collisions

|  |  |
| --- | --- |
| Must Have |  |
| Should Have |  |
| Could Have |  |

* Gravity
* Floor
* Scrolling (co-ordinates of everything shift)

## Less Essential Requirements

* Score
* Sprite models
* Enemies/dangerous objects
* Health
* Pickups
* Multithreading #will need to be considered as the program is created so that it can be implemented later.
* Save function
* Settings
* Multiple levels
* Describe the problem
* Steak holders – head of a game dev company
* Existing solutions
* Limitations e.g. how far you can get
* Essential features
* Requirements (hopes and dreams)
* Measureable success criteria