

Please follow format as outlined in class
and break features out by "screen"

SPACE COMMOTION - Feature Planner

Order of features from most to least important:

1. Screen size and background color
2. Rocket design
3. Rocket movement (mouse or arrow keys)
4. meteor/asteroid/comet design
5. meteor/asteroid/comet movement (random)
6. Collision detection with rocket and space rocks
7. Life count 3 and -1 when collision
8. End screen when lives = 0
9. Score display
10. Play again option
11. Start screen; title, etc
12. Play button which transitions to game state
13. How to play / help button which displays instructions
14. Return to start screen button at help screen and end game screen
15. Level difficulty selector; increases speed of space rocks
16. Stars moving in background animation, rocket breaking with collision, and other cool little aesthetic features

Version Guide

- V1: Basic game features; Rocket movement, space rock movement, collision detection, lives 3
- V2: Score counter, end screen with score and good game message, play again option
- V3: Menu screen, play button, how to play button (instructions) with return option, return to lobby button at the end of the game
- V4: level difficulty selector, animations to make game look neat