

# Survival mode REQUIREMENTS

*We will implement a new game mode, named survival mode. In this game mode the player has to survive as long as possible. The amount of bubbles will increase over time. When the player hits a ball, he/she dies and the game will end.*

## **Must have:**

- A button in the start menu to start the survival mode
- When the player clicks this button, a new survival game is created
- A survival game is one level only
- After a certain amount of time, new bubbles are spawned into the game
- Spawn time bubbles decreases over time
- Bubble size increases over time
- The player has one life
- There is no life powerup in the survival mode
- The goal of the game is to survive as long as possible.
- The game ends if and only if the player dies.
- When the game ends, the player can fill in his name and his name + his score is saved

## **Should have:**

- Ten highscores are shown on the leader board
- The highscores are shown on the leader board after the game ends
- If the player has a score higher than the lowest high score, the new score will be added to the leader board and the lowest high score will be deleted.
- Make a new Score class which will keep track of the score of the player
- A new powerup can drop: score doubler
- The score doubler gives a 2x score for 10 seconds
- The score gained by popping a bubble is multiplied by 2 if the bubble has not bounced yet