Advanced Levels REQUIREMENTS

Must haves:
- More levels in normal game mode.
- When finishing a level option to continue to next level
- Levels differ in the number of starting bubbles
- Levels differ in size of the starting bubbles
- Some levels have player walls
- Some levels have bubble walls
- Higher levels should be harder
- A level is harder because of more bubbles or bigger bubbles
- The normal game mode has a total of 6 levels
- Pause button during the levels
- Resume button when the level is on pause
- A Stop button in the level to return to the home screen

Should haves:

- Different levels have different style
- Level style is implemented as a background
- When a level is won the level is unlocked
- A level overview in the menu to select a specific level
- When a level is unlocked it will show up on the level overview list
- When completing a level player returns to middle of the screen