

Requirements

Pickup Requirements

- If a bubble is popped, there is a random chance it will drop a pick-up.
- Pick-ups are picked up when they are in contact with the player.
- Pick-ups will disappear after a set amount of time.
- The pick-ups can consist of currency which can be picked up for points, an extra life or power-ups which will affect the game.
- The power-ups affecting the weapon will be active until the end of the game.
- Power-ups affecting the overall game will be active for a set amount of time.
- One of the Power-ups affecting the gun is a projectile which will freeze and spike when hitting the ceiling until a bubble hits it.
- One of the Power-ups affecting the environment will set all bubbles in slow-motion.

Door requirements

- There is at least one level with a door
- The door is built in a wall and is a few units higher than the player.
- The wall will stay if the door is opened.
- Balls can not move through a wall
- Doors are initially closed.
- You can open a certain door by destroying a specific bubble in the level.
- When opened, the door will stay open until the end of the level.