**Extra Features - Project 4**

**Gameplay changes:**

Allow for forwards and backwards movement (think mario scrolling level)

Easy mode - arrow controls that allow for easier gameplay, useful for testing purposes

**Added features:**

Slow motion power up

Firepower - to destroy pipes (design the power up itself and the projectile)

Ghost power up (allow the bird to go through pipes) also add sickly green versions of the 3 bird imgs

Score multiplier (x2)

Coin:

Allow for score increases or maybe a level up

Game shop:

Can buy things that outlast through many games

Winner screen - A win screen was added to the end of the levels.

**Level ideas:**

A single pipe that takes up most of the screen instead of 2 pipes leaving a gap in the middle

Each level starts with more space between pipes and the space keeps reducing till it reaches a certain height.

Dynamically growing and shrinking pipes for harder levels

**Extra Features (icing on the cake):**

Reverse level scrolling

Coin magnet power up

Moving enemies

Unlocking levels as you go along