MoSCoW’d

Must:

* Player Missile turrets
* Cities to defend
* Incoming missiles(Asteroids)
* Art(Placeholders)

Should:

* Collision detection
* Incoming missiles(Different Speed)
* Incoming missiles(Trajectory Change/Split)
* Terrain(Placeholder)
* Factory

Could:

* Multiple levels
* Bosses (Stronger/multiple missiles)
* Sound(Test)
* Score System

Would:

* Better Art and Sound
* Score System(Expanded)
* Upgraded Turrets
* Advanced enemies per round
* Extreme Boss levels
* Difficulty settings

Don’t:

* N/A