MoSCoW’d Jump

**Must:**

* Player(Movements, Spawn, Death, Rigidbody)
* Platform(Layout, Rigidbody)
* Destination(LevelComplete)

**Should:**

* Multiple levels
* Enemies(Random movements)
* Traps
* Platform specials(Bounce, Speed)
* Way to kill opponent

**Could:**

* Score
* Timer
* Items(Points, Specials)
* Multiple enemies

**Would:**

* Boss
* Highscore
* Shortcuts
* Upgrade screen(RPG wise)
* Multiplayer