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|  | Need to have | Want to have | Nice to have |
| Scripting | * Controls for at least two players * Level generation * Bombs exploding * Walls crushing or not | * Interactives   + Power-ups/downs * Health * Points | * High score * AI’s * Networking (up to 4 players) |
| Modelling | * Models for every object in the game   + Avatar/Player (different)   + Bomb   + Walls (different?) | * “Complex” modelling   + Power-ups/downs |  |
| Texturing | * Different colours for objects | * More details | * MOAR details |
| GUI |  | * Welcome screen (Start screen) * In-game (health/points/power-up) * End screen (Game over) * Credits | * High score |
| Sound/Music |  | * Feedback sounds * Background sound |  |
| Misc |  |  | * Additional levels |