**Potatocalypse**

* Change existing Power-ups:
  + **Mashed Banger** (improved version of old Ripple; Scoop of mashed potatoes); large fireball that explodes on contact, leaving an area that destroys potatoes for a short time (like Boomshine) (DONE)
  + **Rapid Fryer** (Fries) ; same as it is now, only neck speed goes up to max so it’s really fast
* Two new Power-ups
  + **Cripple Chip** (new Ripple Chip) the Fireballs spread out in a wave (ripple) pattern, but firing rate decreases a bit; as long as one fireball hits out of a wave, Multiplier is maintained (DONE)
  + **Hashseekers** (Hashbrowns) Fireballs seek out the closest Potato to the cursor’s firing position  (DONE)
* Fries that are created when potatoes are destroyed are kept between sessions as an in-game currency
* **Permanent Upgrades** purchasable with Fries
  + **Necksercise:** [TurningSpeedLevel] Improved turning speed for Rex by 5% per purchase (up to 25%)
  + **Gullet of Steam:** [FireballSpeedLevel] Improved Fireball projectile speed by 5% per purchase for all types (up to 25%)
  + **Throat of Launching:** [FireballPierceLevel] Fireballs gain a 5% chance to keep going after colliding (up to 25%)
  + **Stamina of the Cretaceous:** [PowerupDurationLevel] Power-ups last 10% longer per purchase (up to 50%)
  + **Scales of Justice:** [EggRespawnLevel] Eggs have a 5% chance (per purchase) to heal every time you gain a Powerup (up to 25%)
  + **Teeth of Flaying:** [BonusFriesLevel]Gain 1 extra Fry per Potato per upgrade (up to 5)
* **Session Upgrades** purchasable the beginning of a play
  + **Tail of Agility:** Potatoes that land near Rex (pretty close) will be destroyed by a tail attack (whipping sound)
  + **Tiny Arms of Greatness:** You can grab two powerups at once (costs a lot)
  + **Mama Rex:** You birth a new Egg every x points.
  + **Diets:** Picking a power up diet will make it so every power up you receive during your next play session will be what diet you choose.

**New Art Assets:**

* Menu Buttons for “Start”,”Credits”,”Quit”,”Retry” and possibly a store one. Although the idea is that there will be an arrow along the side of the screen that people will eat and it will open up a store panel.
* Speaking of store panel, we need a store panel backdrop and border.
* Possibly a backdrop for the bank and highscore numbers.
* An icon for all the new upgrades to buy and one for the game itself. The icon for the game has to be a high rez, 512px - 512px, 32-bit.png. That's according to google's standards.
* If we want to be featured on the google store we need a 1024px - 500px JPEG.
* Also if you could make Potatopocalypse text so it doesn’t look like Ariel (the Little Mermaid?) (No like the font you goof :D) (Oh, Arial! ;)) when we put it in the menu that would be lovely.(this can just be a picture)

**Music and Sound Effects:**

* Main Menu music (just nice, peaceful, birds chirping).
* Menu Button clicking sounds.
* Main Game music (Something epic, like the world depends on you).
* Fire ball launching sound.
* Small explosion(Collision between fireball and a potato).
* Big explosion(Collision between potato and ground).
* Fire sounds (things burning).
* Hitting a power up sound.
* Dinosaur death sound.

Fonts to choose from: VOTE!:

<http://www.1001freefonts.com/immortal.font>

<http://www.1001freefonts.com/char.font>

<http://www.1001freefonts.com/blazed.font>

<http://www.1001freefonts.com/mrs_monster.font> - James - Andy - Ryan (looks like its the winner ;))

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