

Name	Demo	Priority	Notes
General UI	The home screen displays the Title of the game, the high score and a flashing press space to play label.	Crucial priority	
Ship	The ship moves horizontally based on user input.	High priority	
Asteroids	The asteroids move down.	High priority	
Bullets	Bullets come out of the ship and move up.	High priority	
Hit detection bullet	Detects when a bullet hits an asteroid.	High priority	
Hit detection asteroid	Detects when an asteroid hits the bottom.	High priority	
Level difficulty scaling	The level becomes more difficult as time elapses.	Low priority	
Asteroid demolition	Removes the asteroid if enough bullets have hit the asteroid.	High priority	
lives	Keep track of the amount of lives the ship has left, loses life when asteroids hit the ship.	High priority	
Version Control	The different versions of the code are available and stored on github.		

Scoreboard	When the player is eliminated, their score is stored and displayed on the main menu. When restarting the game, their high score is stored and displayed. Stays stored when computer is restarted.	Medium priority	
Asteroid formations	The asteroids spawn in predetermined formations (a square, triangle, etc).	High priority	
Game Over Screen	After you lose all your lives, a game over screen shows up with a button to return to the home screen.	Medium priority	