

A [Maintain] Game active

B [Maintain] 30 FPS

C [Maintain] Playability

E [Achieve] scale Player

F [Max] Player score

G [Achieve] Player Control

max FPS

Game Engine

Player

H [Maintain] Playability

I [Maintain] Difficulty

J [Maintain] FPS satisfaction

K [Achieve] # of enemies

L [Achieve] Enemy size

M [Achieve] Speed of enemies

Enemy AI

Game Engine

B and C  
E — F and G

I and J  
K and L and M