Helping to scope your project

Easier to implement		Harder to implement
Single screen – e.g., *Space Invaders*, *Pac-Man*	Multiple single screens – e.g., *Bomb Jack*, *Bubble Bobble*	Fully scrolling with camera – e.g., *Super Mario*, *Gauntlet*
One type of enemy	A few different enemies	Lots of different enemies
No enemy AI – e.g., *Space Invaders*	Simple enemy AI – e.g., *Pac-Man*	Intelligent enemy AI – e.g., *Killzone*
Single life	Multiple lives or health	Combination of health and lives
No animations – e.g., static images, player's ship in *Space Invaders*	Changing images – e.g., movement sprites walking left and right	Physics objects – e.g., rolling dice tumbling in 3D
A single level	A couple of levels	Multiple levels with a boss fight
Levels with no platforms/walls	Levels with horizontal platforms and vertical walls	Angled or moving platforms
Two-player	Single-player with bots	Networked multiplayer
Static background	Moving background	Parallax scrolling
Horizontal/vertical movement and single-direction firing	Eight-way movement and firing	Full rotational movement and firing
No changeable settings	Simple settings – e.g., volume control	Advanced settings – e.g., changing difficulty level
All data is stored within the project	Use of external modules to build data or function libraries	Use of JSON to load and store external data
Simple sound effects	Conditional sound effects	Dynamic sound