Power Up! - Group 2

Must Haves:

- At some point in the game (determined at random) a powerup must spawn
- The powerup must wear off over time, even if not picked up
- The eat-powerup must give the player the power to "eat" sparx for extra points
- The sparx must disappear and respawn at another location when in contact with a player with an eat-powerup active
- The life-powerup must give the player another life

Should haves:

- The speed-up powerup will give the player extra speed

Could haves:

- The game could have another color scheme when the powerup is active
- The game could have another color scheme depending on the powerup