To do list:

* Make a player class that can move around freely inside the canvas
* Make a enemy class that falls down constantly increasing speed and amount as time goes on
* Make sure that collision detection is on point to make it fair
* Make it so you can send scores to remote server and that the leaderboard updates every x seconds
* Make a live playercount that updates faster than the leaderboards so it updates semi live.
* Make animations smooth (just so I don’t get a headache when playing my own game)
* Use as little cpu as I can and break the code up into multiple parts for added readability

Optional:

* Make power ups that spawn randomly on the screen that clear the screen or increase player speed for x seconds
* Make a class for each powerup
* Make the leaderboard a live update, so when another person submits the board updates automatically
* Make a live playercount that are currently playing that game that also updates live
* Make a level system

Description:

There is one person that is the player that has to avoid something falling down on his head. You can move your character with the wasd keys and you have to avoid the things hitting you or else you’ll lose a life. You have a total of 3 hp (hit points) and if it hits 0 then it’s game over. Over time you will get score based on how long you have survived or how many levels you have passed if I ever were to implement that system. Power ups can spawn anywhere on the screen and it can give you anything from increased speed and screen clear to extra point that contribute to you getting higher on the leaderboard.