



casual

- voice control option (bounce back)
- special random fruit
- original game rules
- consecutive merge = higher score
- top 10 scores displayed

time limit mission

- time limit of 3 minutes to complete 2 missions
- special fruits with different effects
- gameplay builds on casual (maybe except voice control)

ideas

- button to select voice control option:

1. list of fruits that can bounce
2. player selects 1 fruit
3. shout → volume depends on size of fruit.
4. fruit bounces up above line
5. player selects which fruit to drop

- button to select voice control explosion

1. fruit that when merged gives extra x seconds
2. fruit that when merged deducts x seconds
3. fruit that when merged will explode and remove the fruits within x mm around it.
4. optional fruit that when merged will cause random fruits to switch places.