Customizable player sprite – 5 points

* Dependent on player sprite selection
* 2 hours

Music – 10 points

* 1 hour

Sound Effects – 5 points

* Dependent on Music
* 1 hour

UI Scaling – 15 points

* 3 hours
* Dependent on screen Size

Leaderboard for each level – 5 points

* 3 hours

Game uses realistic physics – 10 points

* 5 hours

Game speed – 10 points

* Dependent on Physics
* 2 hours

Control customization – 10 points

* 2 hours

Emergency button so the screen looks like homework – 5 points

* 2 hours

Local multiplayer 1 v 1 – 15 points

* 5 hours

Color scheme change – 5 points

* 10 hours

Power ups – 5 points

* 2 hours

FBD square – 10 points

* Dependent on user key inputs
* 5 hours