**POP**

**Platform:**

IOS and Android

**Requirements:**

1.) Circle (or shield, once we get the graphic) needs to revolve around bubble

2.) Water torpedoes need to spawn from random areas of the screen and move towards bubble

3.) Collision detection for when water torpedoes hit the bubble, game goes to game over

4.) Collision detection for when the water torpedo hits the circle (or shield), torpedo disappears

5.) Menu, game, and game over screen need to have a very nice and good looking UI

6.) Score/coin goes up by 1 point every time they defend from a torpedo

7.) Score for buying power ups from coins

8.) Remove ads IAP

**Power Ups:**

* to slow down spawning of torpedoes
* to give bubble more life
* to change the color of shield
* to change the color of torpedoes

**Coin Packages:**

50 coins = .99 cents

150 coins = $1.99

500 coins = $2.99

1000 coins = $5.99

100, 000 coins = $99

**Chartboost Rewarded Video Ads**:

App ID: 55859b480d60252df5a85003

App Signature: d726c5a59b3ccedd85e98bd5da3e10d95243c4b3

**Note**: 50 coins for rewarded video

**Adbuddiz**:

Publisher Key: 86ca2e15-6219-43cb-a903-862dd9bf1eca

**Nikki's Contact Details:**

<https://forums.coronalabs.com/topic/55106-hi-i’m-a-2d-graphic-design-artist-vector-for-hire/>

Email: oryzano@gmail.com

buttons should have a shaded version too to look like they are being pressed.

music to be added too.