Renderer requirements

What is needed:

* Display 2D elements (tiles, sprites), with or without scale and rotation
* 2D (bitmap) font management
* Sprite sheet management
* Effects – blur, light trail, bloom, fading (alpha)
* Effects – lightning, sparkling particles
* Render to texture (for effects)
* Variable width lines (possibly using polygons)
* Lines with antialiasing (possibly using shaders)
* Postprocessing, fragment shaders (for effects)
* Color mapping for glow (that would be AWESOME)
* Lightning – lines (variable width) or sprites (variable size) for each segment
* Support for portrait & landscape orientations
* Support for iPhone 4\* and iPad\* resolutions (960x640, 1024x768)

Separate class for game table management:

* Management of tiles, coloring, clicks, sending, bombing
* Also manages state animations for tiles
* Management of worm (“virus”), power-ups, bombs
* Renders without special effects

Separate class for lightning effects:

* Lightning generation (main strike, branches)
* Lightning transition management
* Renders to texture

Separate class for sparkles:

* Sparkles generation
* Sparkles update (basic gravity / physics)
* Renders to texture

Separate class for Matrix-like background:

* Create and maintain table with green characters
* Update fading colors, random characters, “droplets” effect
* Renders without special effects