

Must haves

- A super enemy shall spawn when filled bubbles are not popped by the player, after 5 seconds.
- A super enemy shall move around the level twice as fast as the standard enemy speed.
- A super enemy shall be captured by a bubble when it collides with a bubble.
- A super enemy shall be killed and then dissapear if the player collides with the bubble containing the super enemy.
- The player shall gain 200 points when a super enemy is killed.
- A super enemy shall seek a path towards the player when moving around the level.
- The player shall be killed if he or she collides with a super enemy.

Should haves

- A super enemy shall turn back into a normal enemy after 10 seconds of being added to the game.
- A super enemy shall have a distinct texutre from other enemies.