Specification:

What is the game?

How do you play?

What’s the point in it?

Game structure?

Classes:

* Enemy (amount of times it needs to be hit to disappear, size
  + Objects that appear out of nowhere
  + Objects that are placed and need to be hit
  + Falling objects
* Objects to keep in air (mass, size,
* Items (to trigger effects?)
* Player (singleton?)
* Input
* UI
* Level

Inspiration?

Environmental effects:

* Water half filling the screen
* Wind
* Objects appearing that the balls bounce off of
* Double speed
* Upside down mode
* Zero gravity
* Attraction (object to object)
* Repulsion (opposite of attraction)
* Trampoline

OPPOSITE MODE! Allows user to constantly shoot at incoming objects, falling down the screen

Sound effects

Graphical effects

Instructions

Score and Timer - maybe record high scores to an online source?

2 player mode (diff colours) same window? Or split screen?