Game Design and Features List (LAGS):

5-point features (and their rough time estimates):
- High scores saved locally so you can see when you are at your best (5 days)
- Player customization, the color of the player, the color of the jetpack (1 week, with constant updates as we come up with new ideas)
- Difficulty levels, the higher the difficulty the faster the background moves (1 week)
- Debug overlay that shows the FPS and time spent in each subsystem (2 days)
- An emergency button so the screen looks like homework when a teacher walks by (2 days)
- Subtitles for in game speaking, or start of game speaking (3 days)
- Collisions and interactions with stuff like coins and scientists (1 week)
- Random characters running on the ground (with animations could take a little longer than a couple days) (5 days)
- Sound effects for interactions and collisions (2 days)
- Keep track of the distance the user travels (2 days)
- Music in the background (2 days)

10-point features:
- Uses real gravitational physics (5 days)
- Space bar + arrow for movement: space moves up/down, arrows move back/forth (3 day)
- Option menu with pause button (4 days)
- Randomly placed clusters of coins (4 days)
- Randomly placed missiles (1 weeks)
- Red lasers: 2 are automatically activated (5 days)
- Yellow lasers that are angled and randomly generated (insta-kills on contact) (1 week)
- Different tilesets for the background (scramble 5-6 different tilesets so it looks random) (5 days)
- Gadgets (2 weeks)
    - Double coin: 2x each coin's value
    - Magnet: Attracts nearby coins without touching them directly
    - Hamster ball: roll a few meters after you die inside a hamster ball
    - Gold Vehicles: Vehicles give you more money
- Different jetpacks (1 week)
- Booster tile that pushes you forward and lets you go through any lasers along the way (1 week)
- Missions to give you something to work for (2 weeks)
- Pets like a dog (1 week)

15-point features:
- Vehicle (separate implementations of each vehicle could be a weekly target) (2.5 weeks)
    - Lil Stomper
    - Gravity-switcher

- o   Mr. Cuddles (The Dragon)
- o   Motorcycle Guy
- o   Profit Bird
- Scale screen for different device sizes (2 week)
- Gameplay is synchronized to the beat of music (1 weeks)
- Global leaderboard (hosted in a server somewhere) (1 week)

Dependencies:

Some tasks depend on other tasks, so here's a rough outline of the order that core features should be implemented. Once these are done, the other tasks should work.

1. Get the screen to display with a certain FPS
2. Display a scrolling background
3. Display the character with basic movement (space for up/down, arrows for left/right) + interaction with gravity
4. Randomly place lasers on the map and make them kill the character on contact
5. Get background music working
6. Somehow keep track of the distance travelled and coins