Save The Snacks

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1. Game Features
   a. 2D top-down movement controls (optimized for mobile)
   b. Pacman-inspired maps and level design
      i. Interface for viewing and "level up" conditions
   c. 4 unique playable characters
      i. Characters can be purchased in the shop
      ii. Each character increases player's lives by one
   d. 1 (minimum) environment
      i. Unique tilesets with 2 layers (floor and walls)
      ii. Unique enemies and collectables
   e. 3 (minimum) types of enemies
      i. Enemies will vary in color and combat difficulty
      ii. Unique enemy movement pattern
      iii. Two states: normal and vulnerable
   f. Automatic high-score and coins saving functionality
2. Tutorial
   a. Tutorial card art (pop-up window)
3. Currency
   a. 1 standard currency (coins)
4. Points system
   a. Points can be accumulated and displayed
      i. Collectables' point values will increase via a time-based multiplier
   b. Player's high score will be saved and updated
5. Collectables
   a. 3 (minimum) snacks
      i. Will vary in size/points value
      ii. Points will be multiplied based on play duration
   b. 1 (minimum) sword
      i. Can be activated to engage in combat
      ii. Sword duration can be upgraded in the shop
6. Shop
   a. 2 (minimum) kinds of upgrades
      i. Additional characters/lives

    ii. Upgrade sword duration
  b. Store interface for spending currency (coins)
7. Menus & UI
  a. Title Menu & Logo
  b. Loader screen
  c. Shop screen
  d. Pause/Settings (pop-up menu)
  e. Gameplay HUD
  f. Results screen
8. Audio
  a. SFX to support game features and content
  b. 1 (minimum) music track
9. Technology & Support
  a. Device support TBD
10. Integration
  a. Support for English localization
  b. Other integrations TBD