* Java- Android Phone
* Main menu
  + Start
  + Quit
* Snake
  + Grows in size
  + Lives count
  + Speed
  + Direction
* Powerups
  + Different types
  + Activated or not
  + Time left on activation
* Walls
  + Fade in over time?
  + Different outlines or colours represent active or not?

Switch snake to be a singleton class – will only want the creation of one snake for this iteration of the game

**Issues**

* App was continuously crashing
  + Thought was issue with thread however turned out to be extending appCompactActivity instead of Activity in MainActivity Class
* Multiple Countdown Timers
  + Still unresolved
  + Was going to use a collection to store multiple countdown timers
  + Can only have one on finished function – With multiple timers how do I have specific tasks occur when different timers finish?