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Title: Score-Attack Game

Description: A top-down game reminiscing of old score attack games where the player model tries to collect as much as possible before losing all of it's lives. There will be items that change the nature of the game. Stores the scores in a leaderboard. Takes place on a set map.

Functionality:

- User will use the 4 arrow keys to move the player model in that direction
- There will be a lives counter
- There will be a scoreboard that keeps track of current points
- Collision detection between objects
- Death notification through either sound or death screen
- Sprite Animation
- Store high scores in a database
- Able to set a name when a high score is achieved
- Player can choose which level they wish to play

Stretch Functionality:

- Time-Attack Mode where difficulty increases with time
- Login so that you can keep track of name and scores.