

Requirements

Players can compete against each other and work together on one computer.

Must

- Multiple players are playable.
- The players can be controlled on one computer with the keypad and the awsd keys.
- When players compete against each other, their score must be kept separately.
- When players compete against each other, powerups are applied separately.
- When players work together, score and powerups are applied to both.

Should

- The different players should have different sprites.
- Different players should have different rope sprites

Could

- The player can name their own avatar.
- A high score is recorded for the separate players.

Would

- A player can customize the controls for his player.

A player can play in survival mode, where bubbles keep spawning.

Must

- You can enter the survival mode from the menu.
- When a player is in survival mode, bubbles keep spawning until the player dies.
- Bubbles spawn sparingly (every minute) at first and spawn more quickly (up to one bubble every 20 seconds) as the game continues.
- When the game advances, the size of the bubbles that spawn is increased.

Should

- Save the highest score.
- Display the highscore in the menu.
- The survival mode has a different background from the normal game mode.

Could

- Players can compete and work together in survival mode.

Would

- The survival game has multiple 'waves' that are communicated through a title on the screen per wave and a rising difficulty level per wave.