* Actors
  + Monkey (player)
  + Darts (enemy)
  + Trap (freeze for 3 sec)
  + Poop (weapon)
  + Banana (5 points)
  + Protection (protection)
  + Power (double bananas)
* Start menu
  + Button to start
    - choose from easy, normal, or hard
  + Button to view Highscores
  + Button to quit
* Levels
  + Multiplier for difficulty on each level
  + Things become more common each level
  + Traps appear on second level
  + Difficulties: Easy, Normal, Hard
* Performance
  + Monkey escaping from the zoo
  + Guards shooting darts after
  + Traps along the way
  + Poop to block the darts and get banana on the tree(isTouching, removeTouching, sound effects)
  + Banana on the tree
  + Protection along the way: Lost on hit or trap
  + Power along the way: 10 points for one banana, lost after 30 sec
* Regulation
  + One hit by dart game over
  + One banana adds 5 points
  + 50 points to next level