(2) First Scene

(2) 1 player

(3) 2 player

(3) Timed

(1) One player mode

(1) 1D movement (up and down)

(2) 2D movement

(1) Rocks movement left and right

(1) Collision detection

(2) Lives

(1) Score

(3) Powerups (shield, velocity boost)

(2) 2 player mode

(1) 2 ships (own control)

(1) 1D movement (up and down)

(2) 2D movement

(1) Rocks movement left and right

(1) Collision detection

(2) Lives

(1) Score

(3) Powerups (shield, velocity boost)

(4) Timed

(1) 3 minute timer

(1) 1D movement (up and down)

(2) 2D movement

(1) Rocks movement left and right

(1) Collision detection

(2) Lives

(1) Score

(3) Powerups (shield, velocity boost)

(2) 1 player game over

(1) Banner

(1) Score

(2) Rock animation

(2) 2 player game over

(1) Banner

(2) Rock animation

(4) Timed game over

(1) Banner

(1) Score

(2) Rock animation