

Powerup & Powerdown requirements

For the game Doodle Jump, four categories of powerups and powerdowns can be identified using the MoSCoW method.

1. Must haves

- All powerups from the original game (trampoline, spring, springshoes, rocket, propeller, shield).
- A powerup to decrease the size of the Doodle.
- A powerup to increase the size of the Doodle.
- A temporary score multiplier.
- A user deployable powerup that pushes enemies away.
- A powerup that adds an orbital to the Doodle which kills enemies on collision.
- A powerup that allows one hit with an enemy for free (does not stack).

2. Should haves

- A powerup to increase shot speed.
- A powerup/powerdown teleporting the Doodle a set distance up or down. Increasing or decreasing the score accordingly..

3. Could haves

- A usable target seeking missile.
- A temporary score freezer.
- Powerups that increase score by X amount.

1. Won't haves

- A powerup to slow down enemies.
- Powerups that change shot type.
- Powerups that change shot strength.
- user deployable powerdowns.