* I/O
* Graphics
* Collections (List, arrays, etc.)
* Method/class signatures (public/private/protected
* Parameters going in/out/inout
* String manipulation
* Memory management

I want a game where you have to spray cats with water as they get closer. The more you spray the angrier they get and go faster.

Requirements

Mandatory

* There has to be cats
  + Cats spawn on the top of the screen
* There must be a spray bottle
* Spray bottle must shoot water
  + Spray bottle is aim based
  + Able to move around the whole screen
* Water has to knockback the cats
* Cats have a status bar to show how angry they are
* The angrier the cats the faster they move
* There is a cup to protect from the cats
  + Cup is in the bottom of the screen
* Game is over when a cat touches the cup
* Pause Screen
* Pause screen has buttons to restart or exit game

Optional

* Prompt user to enter UserName
* There is a high score system
* Leaderboard with high scores
* There must be a point system
* The point system is how many times you knockback the cats
* There is a multiplier for each cat on the screen
* Music in the game
  + Cat ringtone
* Pause screen has audio settings

1st Sprint

Requirements:

Start the game

Spawn cats