Fishy:

-background music

-spawning system

-straight line

-spawn off camera

-tiered sizes (5 groups: smaller, slightlybigger, easily bigger, big, huge)

Player:  
 momentum based (add speed based) –natural deceleration

-information stored: position, velocity, current size, score

-eat/eaten audio

Collision detection:

2d rectangle detection

X, Y Xheight Yheight

Size value