

- MVP
  - User interface:
    - Starting the game
    - Primary ship moving around the screen
    - Randomly generated island, ports, and other ships
    - Side scrolling map generation
  - Firing cannons
  - Enemies firing back (enemy response pattern)
  - Keeping track of health for enemy ships and your own ship
  - Keeping track of ammunition
  - Keeping track of coins
  - Complexity:
    - Enemy response pattern
    - Rotating ships
    - Randomly generated side scrolling map

I plan to add:

A leaderboard function

Advanced AI

Ports and purchasing options

Better graphics

Balance the game

Make enemies progressively harder

*Things I added:*

Enemies are buffed as the player increases in strength

A high score leaderboard that maxes out at ten

A way for the players to name themselves