# Twistr – High Level Game Requirements

*Italics are decisions. Update document after discussions.*

### 1.0 Tasks

**Level Mechanics**  
1. *Determine level rules and progression*  
2. Duration of phases

**In-Game**  
1. *Determine in-game pieces*  
2. Coins?  
 2. Special coins?  
3. Powerups? Max amount held?  
4. Other obstacles than walls?  
 2. One floor of polygon electrocuted

**Unlockables**  
1. *Determine unlockables*  
2. Powerup upgrades?  
3. Achievements?  
 1. Daily, Weekly, Monthly  
 2. Rewards for completion  
 3. Consecutive day bonuses  
4. Skins?  
 1. Wall skins  
 2. Background skins  
 3. Ship skins  
 4. Coin skins