

2-Player mode

Must have:

- The text in the “play” button in main menu will be changed to “1 player”.
- The main menu will show an extra button named “2 player” for 2 player mode.
- When “2 player” button is pressed, a screen is shown where 2 names can be entered. This screen will consist of 2 textfields and a play button.
- When pressed the button for playing with 1 player, a screen is shown where 1 name can be entered. This screen will consist of 1 textfield and a play button.
- For two player mode:
 - The game will show 2 arena's.
 - The game will show 2 cannons.
 - The game will show 2 times name and score values.
 - The game will show 2 combo counters.
 - The game will show 2 firepower counters.
 - The game will show 1 pause button.
- The second player can move the cannon with key 'A' to the left and key 'D' to the right.
- The second player can fire a bubble with key 'W'.
- In 2-player mode, the game goes to the win screen when one of the two player has an empty field.
- When a player has a bubble that has reached the bottom line, he loses and his game will freeze. The other player is still able to play.
- When both players game freezes, the game goes to the lose screen.
- The win screen will show the winner and the name and score of both players.
- The lose screen will show the name and scores of both players.
- The pause screen will show the name and scores of both players.

Should have:

- The win and lose screen should show a revenge button which starts the game between the players again.

Could have:

- The game could show the player in the lead.

Won't have:

- The game will not have an online multiplayer.

Sounds

Must have:

- The game will play a sound when a bubble is popped.
- The game will play background music.
- The game will play a sound when the cannon is fired.
- The game will play a sound when a button is pressed in the menu.
- The game will play a sound when the cannon is rotated.
- The game will play a sound when the player won.
- The game will play a sound when the player loses.

Should have:

- The game will play a sound when a special bubble is popped.

Could have:

- The game could play a sound when the player achieves a combo.

Won't have:

- The game won't play a sound when the bubble drops.