**CISC 474 – Project 1 Deliverables**

1. Change the helicopter itself to a sea-like object.
   1. Have an array full of different objects/players. It will be at random at the start of each game. Throw a unique/”funny” one in the group.
2. Make the playing area bigger/fit to screen.
   1. Fishing net that continues to get closer to the playing area as the game goes on.
3. Power-ups/additional obstacles to avoid.
   1. Come up with some object for powerup, use a minefield object for the obstacles. Hitting the mine could potentially keep you from recording that score (to consider).
   2. Power up that sends you into another game.
   3. Power up that makes you invisible to all obstacles for a set time.
   4. Power up that shoots bubbles for a set period of time. Fish can shoot objects in front of them to avoid them.
   5. Obstacle – puffer fish.
4. Clean up directions/how to start.