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| Requirement ID/Description | Status | Comments |
| 1. Gameplay |  |  |
| 1.1 Wave based attacks | P | Waves working, code being finalized |
| 1.2 Keyboard movement | D |  |
| 1.3 Weapon upgrade | A |  |
| 1.4 Shooting | D |  |
| 1.5 Weapon Switch | A |  |
| 1.6 Point System | D |  |
| 1.7 Lives | D |  |
| 1.8 Health | D |  |
| 2. Screens |  |  |
| 2.1 Main Screen | D |  |
| 2.2 Pause Screen | D |  |
| 2.3 Game Screen | D |  |
| 2.4 High Score Screen | D |  |
| 3. Enemies |  |  |
| 3.1 Kamikaze | D |  |
| 3.2 Attacker | D |  |
| 3.3 Mothership | N | Will be added at the end of 10 levels. |
| 4. Sound | D | Sound happens when player shoots only |