* At least 3 different sounds, 3 images, and 1 animated button
* Menus. See: https://developer.android.com/guide/topics/ui/menus.html
* User Feedback screen (Activity) that basically has a big text box and a button to send you an email
* A random pop-up dialog at some point of your app to "Rate this App" where the user can select the number of stars (1 through 5)
* When the app starts up for the first time, display a Splash Screen with some image or logo on it (Between 1 and 10 seconds)
* A Settings menu option that takes you to a Settings page with at least two settings options that work (i.e. turn sound on/off)
* Internationalize your app (localization) with two additional language of your choice
* Create a Canvas and Bitmap, with touch events
* ListView of data
* Animated Sprite Sheet
* Animations using ViewAnimationUtils class
* In-game advertisements
* Google maps integration
* Camera or video capture capability
* Connecting to MySql Lite or to a mobile cloud service
* Background music
* Saving the state of the game, or any other document from your app to the phone device
* Ability to print the current screen of a page of your app, using PrintHelper
* Publish the app on Google Play
* Any additional feature of your choice (must be approved by me first)