Main Game:

1. Aliens to shoot, Aliens that fire
2. Player to hit, Player that fire
3. Collision detection
4. Menu system
5. Scoring system
6. Pause/unpause button
7. Track bullets

Aliens:

1. Has to move
2. Have a position finder
3. Can shoot bullets
4. Can die
5. Spherical hitbox

Player:

1. Can move
2. Can shoot bullets
3. Can die
4. Has HP, indicate low HP
5. Spherical hitbox

Collision:

1. Accurately detect collisions of bullets
2. Can distinguish between enemy and friendly bullets

Menu system:

1. Has to have a start
2. Has to have credits
3. Has to have a sorting scoreboard that carries across different instances of the game
4. Has to have the exit button

Scoring system:

1. Has to be able to score dead aliens
2. Has to carry over with a player’s name

Play/pause button:

1. Has to have a freeze time effect when paused
2. Has to play at the press of any key to avoid frustration

Bullets:

1. Has to distinguish between enemy and friendly bullets
2. Has to have collision on the tip of the bullets, the tails scrap the enemy doing no damage