Video Game:

<https://www.youtube.com/watch?v=O97xnaA5iJ0&list=PL0wQouIf3JCvG0vISyJF_GWl-D-POCJLp>

Omar:

1. Normal punch / **Power punch** (for Hercules)
2. **Statue** Object (Unjumable by Hercules) (Video 🡪 3:15)
3. **Feather** **sack** (Static / Moving / Falling From The Sky) (Video🡪3:53, 4:53)

Sacks can be destroyed with one hit or many. Producing (Coins / Lives) on being destroyed.

1. **Doll** which needed to be destroyed so The Statue be moved from Hercules path [Optional] (Video🡪3:10, 3:36)

Osama:

1. **Tall** **Piller** that needs to be hit many times (normal punch) or one time from the super power punch
2. **Graded** **Huge** **Stairs** (Hills) <object only>
3. **Four** **Wooden** **Boxes** that upon destruction gives the player a point towards gaining password for the level (Video 🡪 5:55)

The password is about a character symbol

1. **Herculade** Juice that Increases Hercules health (with some amount of health not Total health)

Password-Video:

<https://www.youtube.com/watch?v=hxgySp1D6oI> (Just watch the idea)

Youssef:

1. **HUD** (Health bar / Lives / Score / Sword timer).
2. **Lightning** **Sword** (10 sec) / Fireball Sword (8 Sec) / Sonic Sword (6 sec) (Sword animation: Video 🡪 5:37)
3. **Sandal** of Speed boosting for smashing huge rock obstacles
4. **Shark** that affects Hercules health [Optional] (Video 🡪 7:00)

Kareem:

1. **Coin** earned by Hercules ( gold (+10), silver(+5) )
2. **Fireball** **Shooting** **Cannons** that automatically shoots a fire ball every 2 seconds (Video 🡪 8:11)
3. **Helmet** which grants the player a few seconds of unaffected health