Planner for the **Pocket** Patrol

//Point counts

Implement the 'FIRE' UI text from the original game (5) I change into “Gotcha” to match the theme.

Add your own (copyright-free) background music to the Play scene (5)

Create a new scrolling tile sprite for the background (5)

Display the time remaining (in seconds) on the screen (10)

Replace the UI borders with new artwork (10)

Create a new animated sprite for the Spaceship enemies (10)

Create a new title screen (e.g., new artwork, typography, layout) (10)

Implement parallax scrolling (10)// play scene background

Create a new spaceship type (w/ new artwork) that's smaller, moves faster, and is worth more points (20)

Create new artwork for all of the in-game assets (rocket, spaceships, explosion) (20)

Implement a new timing/scoring mechanism that adds time to the clock for successful hits (20)

Implement a simultaneous two-player mode (30)

Redesign the game's artwork, UI, and sound to change its theme/aesthetic (to something other than sci-fi) (60)