**TooDoo**

**Math Library**

Matrices

Vector 4

Common Math Functionality

**Game Design**

Finish Demo Level

Finish full background

Scrolling

Collide-able Environment Objects

Boss Battle

Enemy Movement / AI – needs movement manager

Game Over conditions… Lifes/Continues, restart/new game

Experiment with unit speed / pacing

Data – Driven Level Design / Scripting? – (wants Level class)

Stealthiness (needs environment objects, AI behaviors/sight lines)

**Physics**

Make an Engine!?!

Collision

Rotation / Forces

try different control scheme, thrust forward/back, rotate with l/r

Movement Manager for enemies

**Code**

Level Class

Abstract Projectile and Enemy classes

Optimize code organization...organizational comments, rearrange a bit

**Art**

Figure out actual scale

Figure out style … unit / environment designs

Make animations

Scale projectiles as they fly – simulate depth

**Audio**

**Open AL**

Sound Effects

Music