Main Menu:

~~Start game goes directly to Level 1, skips briefing.~~

All:

“Exit Menu” does not correctly swap pause state, should be renamed.

Performance can sometimes drop, test with profiler.

Level 1:

~~Killing all targets fails to end level correctly.~~

~~Shows spawner enemies on minimap.~~

Level 2:

~~Missile turrets hard to reliably evade.~~

AI enemy needs work.

Level 3:

Retry level fails.

~~A2G missile has poor separation and speed is to low relative to player and enemies.~~

Turrets can clip shots through terrain.

~~Turret density/accuracy overtuned.~~

Level 4:

AI planes in first section can go out of bounds.

Re-add low level fog and increase far clipping plane.