Key: ~~line through~~ = Done

Ability ball Mechanics:

* ~~A ball that can be hit without any special mechanics (similarly to how the player hits the target ball in the initial stage of the game)~~
* ~~Ball that sticks to the surface on first collision and allows the player to aim the angle of reflection.~~
* ~~A ball which can phase through the first wall it collides with and bounces off every wall after that.(Altered: can go through a specific wall block, and as many as it collides with)~~
* Ball which the player may use to hit curve shots.
* Ball which is capable of destroying certain walls

Data Design Control:

* Max power of ball hit.
* Friction value of ground and ball
* How many shots is the player allowed per level
* Bounciness of walls and ball
* Size of target pocket
* Size of balls
* Weight and feel of the balls

Level Objects:

* ~~Static wall~~
* Breakable wall
* Moving wall
* Pairs of Teleport pads
* Wall switches which open doors within the level
* Force fields
* ~~Dead zone or fall void that ball falls off of~~
* ~~Angled wall or triangle~~
* ~~Ramp~~

UI Interface:

* Pause button
* Reset button
* ~~Current ability of power ball~~
* ~~Available selection of power ball abilities~~
* ~~Shot counter~~
* ~~Par of level~~
* Each ability use left? Ability limits?