***To do list for Angry Cows:***

* **5 types of Cows** (Brown Cow, Cool Cow, Bull, three Calfiteers, Bill)
* **Weight of Cows** determines the angle at which they shoot. Even though you have an arrow pointing to where you want to shoot, cows will stray depending on weight.
* **Brown Cow –** Regular cow, Heavy
* **Cool Cow –** shoots out a disco ball and seagulls around dance and move position, Medium
* **Bull –** lands and runs straight knocking down structures, Very Heavy
* **Three Calfiteers -** Shoot all three at once, Light
* **Bill –** Explodes on impact, Medium
* **2 obstacles** (Haybale, Sheep)
* **Effects of: Haybale** exploding into straw when cow hits it & **Sheep** exploding into a puff of smoke when a cow hits it.
* **1 enemy** (Seagull)
* “Moo” **sound effect** for the **cows** and **seagull** sound effect of mocking them
* **3 levels** (Barn, Pasture, On the Fence)
* **Main Menu** (Options, start button, Help, Quit)
* **Level Selection screen**
* **Character Selection Screen & End/Fail Screen**
* **Different Music for all three levels**