* Launch thrusters
  + Higher acceleration
  + Falls off after take-off
* Steering Thrusters (x2)
* Steering Fuel tanks (x2)?
  + Limited use of turning, increased using fuel tanks
* Propulsion thruster
* Propulsion tank
  + Increases duration of flight time
* Gyroscope
  + Stops turning momentum

Today

* **Implement sound**
* **Implement particles**
* **Implement sprites**
* Tile background
* **Meteors**
* **Weapon**
* **Fuel tank functionality**
* Tractor beam / gravity
* **Shield plates**
* Obstacles
* Comic Panel screen
* Randomise planet position
* Fix tile dragging
* Float off screen when fuel runs out

Sprites:

* Comic
* Extra obstacles
* Pause menu

Tomorrow?

* Balance
* Seeded colour change
* Sound mix
* Juice
* Enemies in flight
* Tweak controls
* Tweak variable
* General balance
* Playtest

Sound effects left:

* Main thruster
* Engine failure
* Music

**Pieces trail behind mouse**