**Current Bugs:**

* ~~Bullets bouncing nearly parallel to wall get destroyed instead of bouncing properly~~
* ~~Shadows are not sharp~~
* ~~Stop colliding with walls causing jittering~~
* ~~Purchasing weapons does not increase how much they cost~~
* ~~Bullet smoke is in the wrong place~~
* ~~Bullets spawn pointing upwards~~
* ~~Enemies shooting through blocks~~
* ~~Enemies aiming through blocks~~
* ~~Fix the pause button~~
* Fix reload time upgrade

**Immediate Improvements:**

* ~~Make the tanks read from the main tank script what their attributes are~~
* ~~Make the UI multiplier more prominent~~
* ~~Make the armour and health bar sliders~~
* ~~Make a tutorial to explain how to play~~
* ~~Need a transition animation between screens~~
* ~~UI Needs background dark versions to point out they are missing~~
* ~~UI controls need better icons (animated coin and heart etc)~~
* ~~Enemies move turrets too quickly (keep difficulty)~~
* ~~Make different sounds depending on what has been hit~~
* ~~Make menu clicking sounds~~
* ~~Add a music theme to main menu and gameplay~~
* ~~Make the options menu adjust sound and resolution~~
* ~~Make a splash screen scene~~
* ~~Make a simple loading screen with bar~~
* ~~Improve the look of the menu~~
* ~~Make tracks longer and not lag out the game~~

**Additional Gameplay Elements**

* Different Game Modes
* Save players progress through a current run
* Make more levels
* Make more types of enemies
* Make achievements
* Make theme packs
* Level maker
* Sandbox mode
* AI tank battles
* Multiplayer

Release in Early Access by the 11/09/2019

Pause pauses the game using timescale = 0

Round transition stops game using timescale = 0

Result – cant pause game during round transition

Pause the game using timescale = 0

What stops during round transition

AI: turrets, movement

Player: Input movement, input turrets

Disable Those Individual Scripts

~~But those scripts are needed to receive data~~

They gather information when they wake up from the game manager