* Better AI
  + Wave manager
  + Enemies toughen as game progresses
* HUD – current score / bullet counter/s
* Depth to guns
  + ADS
  + Reloading
  + Different gun types
* Throwable grenades, after timer they explode and damage in a radius
* Joints
  + A draw bridge?
  + A wrecking ball
    - Could be a triggerable wrecking ball?
* Menus – pause / main
* Nav mesh script to seek the player
* Ragdoll enemies on death / grenade explosion
* Triggerable objects
  + Button for traps
  + Trap that activates when you go inside the trigger
  + An elevator
* Design a simple level
* Make player controller work first person
* Gun script – ray casting + headshot / body multiplier