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| --- | --- | --- |
| Must | Should | Could |
| Selling items, removing them from the box | Add a sell sound when items are sold | Add a moving light to indicate day cycle |
| Add restart functionality | Change camel’s idle animation |  |
| Create prefab items | Find appropriate music |  |
| Add level finish text, next level button, when time is over | Fix the intro’s camels model |  |
| Clean up the background and the scenery. | Make the dashboard not grey, make it prettier |  |
| Add lightning | Add a chest opening sound. |  |
| Animate or replace beginning marker |  |  |
| Implement camel speed modifier and camel animation modifier. |  |  |
| Balance the levels |  |  |
| Add a tutorial |  |  |
| Make Camel Stop When Game Over (Egle) |  |  |
| Have a ‘skip to end’ button or finish level when coins are gathered |  |  |
| Fix fonts on objects |  |  |
| Make camel’s collider bigger |  |  |
| Make buttons bigger and text boxes better shape, enhance font |  |  |
| Move dashboard to the left |  |  |
| Bug level 2 item can be put it at start before instructed to do so |  |  |
| Stop restart being spammed |  |  |
| When user doesn’t press r button when told to hide tutorial and unset instructed to restart. |  |  |
| Level 3 timer doesn’t start. Sometimes? |  |  |
| Add 1 to speed formula so weight of 20 moves camel. |  |  |
| AT THE END Enable all screens. |  |  |
| Add ‘Back to Menu’ at end of level 4 |  |  |
| Sometimes ‘Space’ swaps buttons |  |  |
| Remove tick sound when level is finished |  |  |
| Change the weight color |  |  |