

RoadMap

GAME MECHANICS:

- Make the mob spawns balanced and fair for all three levels (2)

USER INTERFACE:

- Make cool looking interface that shows weapon availability (1)
 - Add key-bindings page to main menu (2)
- Make the End Screen menu exit and go back to main menu (5)

MOBS:

- Make different Mob bullets (1)
- Give stronger mobs health bars (3)

BOSS:

- Add bosses to the second and third levels (1)
 - Add boss music (4)

ART:

- Get a background for the last level (2)
 - Finish the background for the first level (2)
- Make the HUD cooler looking (Maybe go for a jet cockpit feel) (3)
 - Add art for in-between game levels (4)

****ADD COMMENTS to ALL CODE SEGMENTS****

Priorities:

- (1) – Essential to the game, fix/add it immediately
- (2) – Important to the game, must be done soon
- (3) – Feature that can wait to be added, but should be fixed/added
- (4) – Not important to address right now, can be fixed later
- (5) – A recommended feature to be implemented but not necessary