**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