Left to fix:

* Repair honeymoon functionality
  + Make them fly away
  + Make the hearts come back
* Get “enter” to take us to the next level again
* Select one individual from histogram and make that individual the focal organism starting out
  + Sudden blast of Charizard when histogram is drawn needs to be eliminated
* Change background Zelda music during actual game
* Make game obstacles adapt to the size of the organism
* Get left and right textures working again
  + Set this adaptation at the beginning based on who they choose
* During game
  + Individuals are currently ungrouped
* Aim to decrease memory usage
* Histogram only draws translucent guys (save for the focus)

Left to implement (novelty):

* New kinds of environments
  + Desert
  + Forest
  + Plains
* Move Darwin in response to the new histogram