**TO DO LIST:**

2.1

1) Create Menu / HUD (Louis)

2) Pauses game when pause menu opens (James)

2.3

1) Motes should be represented using sprites (not sure how this will work in relation to who’s doing what

2) Lives system (Louis)

2.4

1) Multiple keys to be pressed at same time for diagonal direction (James)

2) Ball collision with walls of screen (Daniel)

3) Motes attract when close (James)

2.5

1) Sprite (discuss when others are completed)

Extra Requirements:

1. Arrow displaying current direction of ball (James)
2. Two players system (w, a, s, d) (Louis)
3. Walls (Daniel)
4. Power Ups (Louis)