To Do for Katmari game (Umkomari?)

1. **Code**
   * Code works with arrow keys
   * Zoom out camera
   * Option to jump (with space + left mouse click)
   * Pick up (showitems or not?)
   * Extra : local highscores
2. **Models**
   * **Main character (dung beetle) + poopbal**
   * Boards to climb up onto stuff
   * House 1st floor
   * House 2nd floor
   * Garden
     1. Doghouse
     2. Bridge + pond
     3. Others?
   * Kitchen
     1. Table
     2. Chairs
     3. Washing machine
     4. Refrigerator
     5. Stove
     6. Wasbak
   * Hallway
     1. Keyhanger
     2. Coathanger
     3. Table?
     4. Shoes (shoerack?)
   * Living room
     1. Aquarium
     2. Cabinet
     3. Couch
     4. Tv + cabinet
     5. Round table
     6. Special case (thropies)
   * Stairway
     1. Stairs
     2. Elevator for player
   * Bedroom
     1. Bed
     2. Small table
     3. Walk in closet (fill it with stuff likes shoes and such)
   * Study
     1. Desk
     2. Chair
     3. Bookcase (+books)
     4. lamp
   * Bathroom
     1. Toilet
     2. Shower
     3. Washing
     4. bathtub
   * Guest room
     1. Bed
     2. Closet
     3. Toybox (+toysoldiers?)
3. **Hardware**
   * Check 3D printing cost + shipping time
   * Make mouse for game
   * Find ball with enough friction + make hole for it
   * Code mouse (mouse library)
   * Search for components
   * Optoslot or something else
4. **Others**
   * Map
   * Show where items smaller than you are (outline)