**//TODO:**

* **Take a glance to the dejavu.js documentation**[**https://github.com/IndigoUnited/js-dejavu**](https://github.com/IndigoUnited/js-dejavu)

**Game Logic and vision:**

* **Implement the map into the the game**
* **Draw enemies and make them move through the map’s path using coordinates**
* **Implement guns into boxes and make them ‘droppable’ to the map.**
* **Implement collusion detection with all guns (cannon, arrow, flame towers)**
* **Create non-playable pages and elements – all menus and buttons for start/pause, etc…**
  + **Aside menu (Guns, Money, Lives, Score);**
  + **Buttons (HighScores, Settings, How to play, Exit)**
* **Implement sounds and music (optionally)**

**Others:**

* **Write documentation (game story + team members + short explanation for each class)**
* **Update it on gitHub page too.**
* **Make a presentation (optionally)**