For the prototype:

* Complete the tutorial, make it playable on Windows
* Weapon system with consumable ammo available during the game (similar to games like COD, Counter strike)
* Power-up system for each class with cooldown:
  + Sphere: Can whirl around and shoot at the same time (spin and shoot)
  + Pyramid: Increased speed for few seconds, smash anyone in the way
  + Cube: Earthquake, damage anyone within certain radius
* Consumable item like energy during the game that reduces cooldown time
* Make a single arena like map for the prototype
* A background music track and sounds (shoot, damage, UI sounds)

After the prototype:

* Improve UI
* Create a promo and publicize it
* More maps
* Different weapons and consumables
* Deployable objects like a turret, mine
* Drones that automatically attack enemies