Things to do:

* DONE Clean top UI
* Screens:
  + DONE Remove redundant mifs
  + YOAV Reduce size of hearts and bombs to 16 bit and add Score counter
  + YOAV Add Score module that increases upon killing of an enemy
  + DONE Change bus text module to have 16 characters
  + DONE Add texts and pictures to all screens
  + DONE See if I can change timer to start upon game\_on signal (maybe load 99)
  + DONE Add “GAME OVER” screen on top of gameplay UI
  + YOAV Add level’s number
  + DONE Change bombs and hearts to display with number and remove word
* NADHIR Game ending object – golden idol or secret door leading to the next level.
  + Add more bitmaps – Door and Statue
  + Collision between player and new objects
  + Add GAME WON screen
  + Add reset when next level
* PowerUps:
  + Speed
  + Extra bombs
  + Extra Lives
  + Extra Time
  + Diamond/Jewl (Increase score)
* Interaction with Bombs and Enemies
* DONE Destructible walls – 3 modes, arrangement algorithm,
* DONE Add reset state for enemies, player upon rising edge of last enter key
* Sound
* 2 player Mode
* Themes:
  + Indiana’s Jones
    - Indestructible walls - stone walls
    - Destructible walls – wooden boxes
    - Bomb – dynamite stick
    - Enemy – rock boulders
    - Player - cowboy
    - Background – cave dungeon
    - Winning item – find the golden idol