Things to do:

* DONE Clean top UI
* Screens:
  + DONE Remove redundant mifs
  + Reduce size of hearts and bombs to 16 bit and add Score counter
  + 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)
  + Add “GAME OVER” screen on top of gameplay UI
  + Add level’s number
  + Change bombs and hearts to display with number and remove word
* Game ending object – golden idol or secret door leading to the next level.
* Destructible walls – 3 modes, arrangement algorithm,
* Add reset state for enemies, player upon rising edge of last enter key
* Textures
* Levels – 3 levels, different walls and enemies.
* Sound
* Themes:
  + Rico’s Mayhem
    - Indestructible walls - palm trees / stone block with snow on top
    - Destructible walls – wooden boxes / ice with breakage level
    - Bomb – dynamite stick
    - Enemy – lemurs / seals
    - Player - pinguin
    - Background – green jungle / icey blue
  + Donkey’s Kong, bananas as lives, barrels as bombs
  + Pac Bomber Man Man
  + 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