Things to do:

* Discuss gameplay-wise design: where to place walls, enemies, power-ups, objectives, using layout\_sel[3..0] signal we can:
  + Select power ups
  + Select enemies
  + Select door and idol
* Update game\_controller to pulse hit between enemies and blast. This pulse should connect back to the enemies block in order to kill them, and to the score block to add score.
* YOAV Ask Nadhir about cracks in wooden boxes (maybe make them thicker?)
* NADHIR (? Piano, Yoav might also contribute) Sound
* NADHIR + YOAV Meet on the 19/10 (Sunday) to complete prep for last report
* NADHIR + YOAV Complete project report
* YOAV Create a PowerPoint presentation
* 2 player Mode – if there's time
* 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