* Sambata
  + Camera aspect
* Duminica
  + Improve other turrets
    - Minigun
    - Electric fence
    - Excavator
    - Vulkan
    - Laser
  + Fix healthbars
  + Fix turret range
* Luni
  + Flamethrower
    - Flame effect
    - Set up turret and damage enemies with it
    - Increase size and change color on level up
    - Make meshes for all levels
  + Final fix for the camera
* Left to be done
  + Fire demon
    - Raid logic
      * Normal attack
      * Bone breaker
      * 360 degree attack
      * Time based attack
    - Fire demon mesh
    - Animations
      * 1 idle state
      * Attack animations
        + Normal
        + Bone breaker
        + 360 degree attack
        + Time based attack
      * Death
    - 3 difficulties
    - Particle effects/shaders
      * Lava shader
      * Mesh particles (if needed)
      * Particle effects for all attacks
      * Particle effects for damage increase (based on health)
      * Atmospheric particle effects (fog + flying ash particles)
  + Change save mode
    - Save mode to use json or something similar
    - Encrypt it using an algorithm written by you
  + Enemy variations
    - Define all enemy types
    - Make meshes and animations for them
    - Give them some particle effects
      * Move (where needed)
      * Attack
      * Death
  + Game levels
  + Balance the game
  + New UI
  + Add turrets preview to upgrade menu
  + Polish features
  + Playtest and fix all bugs
  + Write 60 page documentation
  + Make powerpoint presentation