# Stretch / Continuous Goals:

* 1. Algorithmic / Memory Space Complexity
  2. Upgrade GUI Experience
  3. Items (New Items/Ships/Enemies, balance, draw)
  4. Balance

# Version Roadmap

* 1. V1.0 – Basics made Mobile
     1. Basic Physics
     2. Moving Asteroids of different resource types
     3. Basic User & Enemy Ships / AI
     4. Basic computer based controls & display scaling
     5. Projectile/Gun System
        1. Projectile Item
        2. Projectile Manager
        3. Bullet Collisions
     6. Basic Item System & Upgrade GUI
     7. Basic Enemy Waves
     8. On the Phone
  2. V1.1 – Releasable to public
     1. Menu Screen [Start, Settings, About/Help]
     2. Phone Controls
        1. Tap to fire? (can’t hold for auto)
        2. Fire button?
           1. Multi touch
     3. Scale enemies strength
     4. Scale to Phone
        1. Player GUI [Health Bar, Configurable stats display, Harvest Rate, Wave Meter]
        2. Make fluid layout / Remove all static pixel measures
     5. Enemies turn when hit
  3. Stable Public
     1. Enemy improvement
        1. Boid behavior
        2. Avoid edges
        3. Drop resource
  4. v1.2 – Visual Beautification & Immersion
     1. Visuals
        1. Ordering of Drawing Elements
        2. Animations
           1. fire animation
           2. acceleration animation
           3. mining animation / particles
           4. ship explode
           5. Bullet graphic and animation
     2. Sounds
        1. fire sound (scale by damage/speed?)
        2. accelerate sound (Scale by speed?)
        3. bullet hit sound (per type?, user vs hit enemy?, scale tone by damage?)
     3. Better GUI
  5. V1.3 – Balance and Fun update
     1. Weighted Resource Distributions
     2. Ship Harvest per Asteroid limit
     3. Gun damage range
     4. Fix orbit of target
     5. Wave Timer
  6. V1.4 – Standards & Refactoring update
     1. DRY
     2. Code Smells
        1. Stop referencing lvl directly