* Platformer
* Stealing car & collecting car parts
* Hazards
  + Enemies
    - Robots
      * Humanoid robots
      * Sentries
    - Human
      * Walk Run Idle Shoot Crouch
  + Laser grids you have to shut off
  + Electrical platforms
* Use car to benefit you as you mod it
* Limit mods so car ability changes throughout game
* Pneumatic tubes to secret level
* Futuristic guns
* Collectibles
  + NOs
  + Shield
  + EMP
* Levels
  + Rooftops
  + Secret base
* Gantt chart/Burn down chart
* Design Document
* Art
* Audio
* Materials
* Scenes
* Scripts
* Textures
* Implementation
* Report
  + Walkthrough
  + Play test