* 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~~ (12/03/19)
* Art
* Audio
* Objects
  + Player
  + Enemies
  + Projectiles
  + GUI
  + Menus
  + Platforms/Buildings
  + Objects in levels
  + Scenery
* Scenes (Building Levels)
  + Level 1
  + Level 2
  + Level 3
  + Secret Area
* Scripts
  + Player
  + Enemy
  + GUI
  + Menu
* Implementation
* Report
  + Walkthrough
  + Play test