# Design task

##### GUI design

1. HUD
2. Menu

# Art task

##### Animations

* Flames

3-4 Separate frames for big jet.

3-4 Separate frames for small jet.

* Projectile

Laser beam with 3-4 animation frames. Or rocket with jet fire animation (preferably different from ship’s one).

* Explosion

3 different sets of explosion animation: big (120 x 120), medium (80 x 80) and small (35 x 35). Each set should have 4-6 animation frames.

* Asteroids

TODO!

##### GUI elements

1. Joystick
2. Buttons

##### Extra

1. Ship modifications. Engine visual upgrade, cannon visual upgrade. Different types of cannons.
2. Set of ship and projectile colors, emblems.