Other dragon projectiles to be added;

Dragon boss to be added;

Implement Character Levels

\*Vendor

\*Inventory: Coins, enhanced ammo, potions, bombs, level difficulty should gradually increase

\*GameInfo

IDestructable, ITradable

Storyline in Presentation

Show EXP and Coins realtime

Possible explosion effect when objects get destroyed

Info/Help button

2nd and eventually 3rd dragon characters;