Sheep movement; // random spawning on the y coordinate (all sheep come from the right side of the screen)

Sheep collecting; // use OnCollision2DEnter

Falling boxes containing bonuses;

Black sheep + Golden sheep;

Coins and/or Experience

Sheppard; // they shoot from the towers and the dragon is able to kill them

2nd and eventually 3rd dragon characters;

Night Fury projectile to be fixed;

Other dragon projectiles to be added;

Dragon boss to be added;

Health update after collision between a livable object

Properties + Validation // + Utility class containing validation methods

Full Interface Implementation; // some classes don’t implement the needed interfaces yet

Info/Help button

Start Menu; // Start Game; Choose Character; Market; About (Info about the game + creators); SoftUni reference

In-Game Menu; // Un-Pause; Main Menu; Quit Game

In-Between Levels Menu // Next-Level; Main Menu; Quit; Market

Possible explosion effect when objects get destroyed